

SIXTY
BRIDGE HANDS
by
CHARLES STUART STREET

GV
1281
S9



Class GV 1281

Book S 9

Copyright N° _____

COPYRIGHT DEPOSIT.



Sixty Bridge Hands

BY

Charles Stuart Street

A U T H O R O F

“Bridge Up To Date”

“Whist Up To Date”

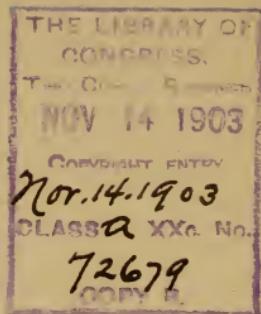


New York

Dodd, Mead and Company

1903

GV 1281
.59



COPYRIGHT, 1903,
BY DODD, MEAD AND COMPANY

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17

BURR PRINTING HOUSE
NEW YORK

DEDICATED

TO

THE WHIST CLUB OF NEW YORK

INTRODUCTION

THIS book of illustrated hands aims to supply a marked deficiency in the average Bridge-player's game. So many players arrive at a point in their study of the game beyond which they fail to progress. With the game or the rubber in sight, they are so eager to win that they pay little heed to the extra tricks they might have made with a little more care. For such losses one hears the constant excuse, "Never mind, partner, we won the rubber!" Worse still, they sometimes lose the critical trick on which hangs the game and the rubber. They lose through not winning when they could have won ; through trying for too much ; through running unnecessary risks ; through stopping at two odd in a no-trumper when they could have made three ; and through not knowing the state of the score, and the number of tricks needful for the game. Often the loss is evident, and is demonstrated by the dummy, when released from his silence, with great unction and regret ; often there is simply a vague feeling that more might have been made,

but exactly how it would be difficult to point out; and alas! too often neither the offender nor his partner has the least idea of the grand possibilities of the hand even after it has been all played. The result is accepted without criticism or excuse, and they pass tranquilly on to the next deal, quite unconscious of the fact that the game was theirs had they but known it.

There are certain constantly occurring positions at Bridge which should be understood and learned so that they may be recognized at once as old friends, no matter under what shifting guise they may masquerade. Most of these positions occur in the play of the dummy; therefore, of the fifteen situations the author has selected to illustrate, nearly all bear upon that part of the game, although many points in the adversaries' play occur also and are worth study.

The sixty hands chosen have actually happened and have been recorded within the author's experience, although some have been slightly altered in order to make the gain or loss greater, and thus appeal to those players who never worry over losing simply a trick or two. Forty-four of these sixty hands have been played and explained in full; in the remaining sixteen, which are in the nature of a review, the dealer's

hand, the dummy's hand and the lead alone are given. In short, the dealer sees exactly what he sees in an ordinary game of Bridge when he is called upon to play his first card from the dummy. The student who has studied the previous forty-four hands should now try to apply the principles he has learned, and to see if he can classify each hand and recall the treatment it demands. He should use the cards given in each hand as a skeleton, dealing the remaining cards between the adversaries, and then changing the leader's hand when necessary so that the card led would be the proper opening. Each hand can thus be played innumerable times, and the success or failure of the method of play can be noted.

It is granted that many of the hands show peculiar distributions of the cards, but it is in just such hands that enormous losses are made; nor are they of such rare occurrence as is commonly supposed.

In nearly one-half of the hands given is shown the value, the necessity, of having a card of Entry to bring in a long suit with. These have been purposely chosen in order to direct the player's attention to the vital fact that a card of Entry is often the salvation of the hand, and is

the means of making tricks with cards which, without an Entry, would be valueless.

It is supposed that the student understands the elements of the game; that he knows makes, leads, second-hand plays, third-hand plays, unblocking and discards; that he realizes the value of finesse and the necessity usually of exhausting the trumps. Any player equipped with these rudiments will play the hands in this book with certain gain, and will find his game strengthened according to the use he makes of the principles herein explained.

Directions for Playing the Hands

1. A is always the dealer, B the dummy, and Y the leader.
2. To avoid confusion, B, the dummy, is referred to as if he were a player. Therefore, when it is stated that "B discards a club," it is equivalent to saying, "A discards a club from the dummy's hand."
3. In the record given of the play of the hand, the card winning the trick is underlined, the next lead being the card directly beneath it.
4. Both the make and the treatment of the hand are likely to be influenced by the state of the score; therefore, observe that carefully first.

Notes on Hand 1

Trick 1. A has 7 tricks in sight. In order to make any more he must clear the heart suit. Therefore, he waits with his Ace of clubs until the third round, hoping thereby to exhaust all the clubs Z has. If Z now gains the lead, he will be unable to return his partner's lead of clubs, and the club suit may never make.

Trick 2. Y overtakes the 10 of clubs, fearing his partner has no more.

Trick 4. A leads high from the short hand.

Trick 5. A having safely passed Y's hand, finesses the heart, as Z probably has no more clubs.

Trick 6. Z's one chance is to find his partner with the Ace of diamonds.

Trick 8. From here on, Y and Z follow A in the matter of discard.

SCORE. A B, 0. Y Z, 18. Rubber game.
A deals and makes it no-trump.

♥ K 10 9 8 3	
♦ K 8 6 4	
♣ 9	
♠ A K 2	
♥ 3 2	B
♦ Q 7	Y 1 Z
♣ K J 8 7 6 5	A
♠ J 5 4	
♥ Q J 6	
♦ J 10 9	
♣ Q 10 4	
♠ Q 10 7 3	
♥ A 7 4	
♦ A 5 3 2	
♣ A 3 2	
♠ 9 8 6	

TRICK	Y	B	Z	A
1	♣ 7	♣ 9	♣ Q	♣ 2
2	♣ J	2 ♠	♣ 10	♣ 3
3	♣ K	4 ♦	♣ 4	♣ A
4	♥ 2	♥ 5	♥ 6	♥ A
5	♥ 3	♥ 8	♥ J	♥ 7
6	7 ♦	K ♦	J ♦	2 ♦
7	♣ 5	♥ K	♥ Q	♥ 4
8	4 ♠	♥ 10	3 ♠	6 ♠
9	5 ♠	♥ 9	7 ♠	8 ♠
10	J ♠	K ♠	10 ♠	9 ♠
11	♣ 6	A ♠	Q ♠	3 ♦
12	Q ♦	8 ♦	9 ♦	A ♦
13	♣ 8	6 ♦	10 ♦	5 ♦

SCORE. A and B win 9 tricks—exactly the game.

NOTE. If A takes the first or the second club trick, he will make the odd card only.

Notes on Hand 2

Trick 1. Holding three honors, at least two of which are in sequence, Y leads the King, following with the Jack to show a strong suit. A holds off with the Ace as long as he can.

Trick 5. A's one hope is that Z must win the third club—a fair chance, as Y has such a strong heart suit.

Trick 6. Y having discarded a diamond, Z tries him with a spade.

Trick 8. Z saves one spade and his Queen of diamonds guarded.

SCORE. A B, 0. Y Z, 20.
A deals and makes it no-trump.

♥ 7 5
 ♦ 10 3
 ♣ 9 7
 ♠ Q 8 7 6 4 3 2

	B		
Y	2	Z	
	A		

♥ 10 4
 ♦ Q J 9 6 2
 ♣ J 8 4
 ♠ 10 9 5

♥ A 6
 ♦ A K 7 5
 ♣ A K 6 5 3 2
 ♠ A

TRICK	Y	B	Z	A
1	♥ K	♥ 5	♥ 4	♥ 6
2	♥ J	♥ 7	♥ 10	♥ A
3	♣ 10	♣ 7	♣ 4	♣ A
4	♣ Q	♣ 9	♣ 8	♣ K
5	4 ♦	2 ♠	♣ J	♣ 2
6	J ♠	3 ♠	5 ♠	A ♠
7	8 ♦	3 ♦	9 ♠	♣ 6
8	♥ 2	4 ♠	2 ♦	♣ 5
9	♥ 3	6 ♠	6 ♦	♣ 3
10	♥ 8	10 ♦	9 ♦	K ♦
11	♥ 9	7 ♠	J ♦	A ♦
12	♥ Q	8 ♠	Q ♦	7 ♦
13	K ♠	Q ♠	10 ♠	5 ♦

SCORE. A and B win 9 tricks and the game.

NOTE. If A wins the *first* heart trick he cannot make the odd.

Notes on Hand 3

Trick 1. A holds up the Ace of diamonds. To be sure, he can wait only till the second trick, but as he cannot make a slam, this is a good trick to lose, and there is a bare chance that Z has but two diamonds.

Trick 4. Z's best chance is to try Y with a heart.

Trick 5. As A begins to make his spades he sees Y is throwing away his diamonds, and therefore is probably protecting some other suit.

Trick 7. A must clear his thirteenth spade.

Trick 9. As Y has thrown away all but one of his diamonds, he probably is protecting the Queen of clubs. If that is so, A can win the game by finessing the club.

SCORE. A B, 0. Y Z, 0.

A deals and passes the make. B makes it no-trump.

♥ A 7
 ♦ 9 7 2
 ♣ A 10 7
 ♠ A Q 9 8 4

♥ Q 10 3
 ♦ Q 10 8 6 5 3
 ♣ Q 8 2
 ♠ 2

B
 Y 3 Z
 A

♥ J 8 6 5
 ♦ K J
 ♣ 9 5 4
 ♠ K 10 7 6

♥ K 9 4 2
 ♦ A 4
 ♣ K J 6 3
 ♠ J 5 3

TRICK	Y	B	Z	A
1	6 ♦	2 ♦	K ♦	4 ♦
2	5 ♦	7 ♦	J ♦	A ♦
3	2 ♠	4 ♠	K ♠	J ♠
4	♥ 10	♥ A	♥ 5	♥ 2
5	3 ♦	A ♠	6 ♠	3 ♠
6	8 ♦	Q ♠	7 ♠	5 ♠
7	10 ♦	8 ♠	10 ♠	♥ 4
8	♥ 3	♥ 7	♥ 6	♥ K
9	♣ 2	♣ 10	♣ 4	♣ 3
10	Q ♦	9 ♠	♣ 5	♥ 9
11	♣ 8	♣ A	♣ 9	♣ 6
12	♣ Q	♣ 7	♥ 8	♣ K
13	♥ Q	9 ♦	♥ J	♣ J

SCORE. A and B win 10 tricks and the game.

NOTE. A must finesse the club to win the game.

Notes on Hand 4

Trick 1. A does *not* hold up the Ace of hearts, as B can still protect that suit, and the play of the Ace will not establish it for the adversaries.

Trick 3. Y continues his hearts, as he has a possible entry in the Queen of clubs.

Trick 10. A, having won with the King of spades, puts B in the lead in order to have the spades led through Z's hand.

SCORE. A B, 0. Y Z, 0.
A deals and makes it no-trump.

♥ J 10 9
♦ J 10 8 5 3
♣ K 5 3
♠ 7 2

♥ K 8 7 6 5 3
♦ A 4
♣ Q J 10
♠ 10 3

B
Y 4 Z
A

♥ Q 2
♦ 9 7 2
♣ 8 7 6 4
♠ A J 9 5

♥ A 4
♦ K Q 6
♣ A 9 2
♠ K Q 8 6 4

TRICK	Y	B	Z	A
1	♥ 6	♥ 9	♥ Q	♥ A
2	A ♦	3 ♦	2 ♦	K ♦
3	♥ K	♥ 10	♥ 2	♥ 4
4	♥ 3	♥ J	♣ 4	♣ 2
5	4 ♦	5 ♦	7 ♦	Q ♦
6	3 ♠	10 ♦	9 ♦	6 ♦
7	♥ 5	J ♦	♣ 6	4 ♠
8	♥ 7	8 ♦	♣ 7	6 ♠
9	10 ♠	2 ♠	5 ♠	K ♠
10	♣ 10	♣ K	♣ 8	♣ 9
11	♥ 8	7 ♠	9 ♠	Q ♠
12	♣ J	♣ 3	J ♠	♣ A
13	♣ Q	♣ 5	A ♠	8 ♠

SCORE. A and B win 10 tricks and the game.

Notes on Hand 5

Trick 1. A can win the heart trick either in dummy or in his own hand. It is usually better to win on the shorter side, in order to be able to keep the control longer if necessary, but here the King of hearts is the only ENTRY for the spade suit, so A plays the Ace at once.

Trick 2. Y does not hold up the Ace of spades, as dummy, who will be next in the lead, has no more.

Trick 5. Z plays a reverse discard, first the 9 of diamonds and then the 4, to show a strong suit.

Trick 9. B finesses the 10 of clubs, as Z has no hearts.

Trick 11. B throws Z into the lead with a diamond in order to make him lead up to his tenace in clubs.

SCORE. A B, 0. Y Z, 8. Rubber game.
 A deals and passes the make. B makes it no-trump.

♥ Q J 10 8 7 6 2	♦ —	♣ 9 7 6	♠ A 8 3	♥ A 5 3	♦ A 7 6 5	♣ A J 10 5 3	♠ 5
		B Y 5 Z A		♥ 9	♦ K Q J 10 9 4	♣ K Q 8	♠ 9 7 2
				♥ K 4	♦ 8 3 2	♣ 4 2	♠ K Q J 10 6 4

TRICK	Y	B	Z	A
1	♥ Q	♥ A	♥ 9	♥ 4
2	— A ♠	5 ♠	2 ♠	Q ♠
3	♥ 10	♥ 3	7 ♠	— K
4	3 ♠	♥ 5	9 ♠	— K ♠
5	8 ♠	5 ♦	9 ♦	— J ♠
6	♥ 2	6 ♦	4 ♦	— 10 ♠
7	♥ 6	♣ 3	10 ♦	— 6 ♠
8	♥ 7	♣ 5	J ♦	— 4 ♠
9	♣ 6	♣ 10	♣ Q	♣ 4
10	♥ 8	— A ♦	K ♦	2 ♦
11	♥ J	— 7 ♦	Q ♦	3 ♦
12	♣ 7	— ♣ J	♣ 8	♣ 2
13	♣ 9	— ♣ A	♣ K	8 ♦

SCORE. A and B win 10 tricks and the game.

NOTE. If A incorrectly wins the first trick with the King of hearts, A and B will take only 5 tricks.

Notes on Hand 6

Trick 1. A needs his King of hearts as an Entry for his clubs, so B wins at once with the Ace.

Tricks 5, 6, 7. Z does not reverse in his diamond discards, as he wants to tempt A to finesse.

Trick 9. Z must now discard his 4 of hearts to guard his two Kings.

Trick 10. A finesses the diamond, as Y has the only heart left.

Trick 11. Z throws B into the lead with a diamond in order to make his King of spades.

SCORE. A B, 0. Y Z, 20. Rubber game.
A deals and passes the make. B makes it no-trump.

♥ A 6			
♦ A Q 7 4			
♣ 2			
♠ A Q 9 5 4 2			
♥ Q 9 8 7 5 3	B	10 4 2	
♦ 6 5	Y 6 Z	♦ K J 10 9 8	
♣ 10 7 3	A	♣ A 9	
♠ 10 8		♠ K J 3	
♥ K J			
♦ 3 2			
♣ K Q J 8 6 5 4			
♠ 7 6			

TRICK	Y	B	Z	A
1	♥ 7	♥ A	♥ 2	♥ J
2	♣ 3	♣ 2	♣ 9	♣ Q
3	♣ 7	4 ♦	♣ A	♣ K
4	♥ 5	♥ 6	♥ 10	♥ K
5	♣ 10	2 ♠	8 ♦	♣ J
6	5 ♦	7 ♦	9 ♦	♣ 8
7	♥ 3	4 ♠	10 ♦	♣ 6
8	♥ 8	5 ♠	3 ♠	♣ 5
9	♥ 9	9 ♠	♥ 4	♣ 4
10	6 ♦	Q ♦	K ♦	2 ♦
11	♥ Q	A ♦	J ♦	3 ♦
12	8 ♠	A ♠	J ♠	6 ♠
13	10 ♠	Q ♠	K ♠	7 ♠

SCORE. A and B win 10 tricks and the game.

NOTE. If A wins the first heart trick with the Jack, A and B cannot make the odd.

Notes on Hand 7

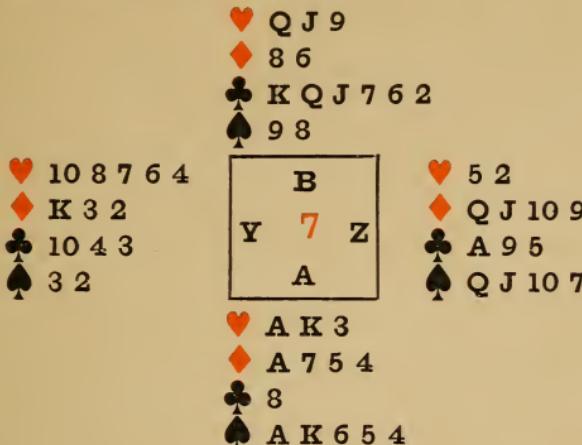
Trick 1. A can see that after the club suit is cleared B must have an Entry to make it with. The best A and B can do is to take just three heart tricks, so A overtakes B's 9 in order to have a small heart to lead across later.

Tricks 2, 3. Z holds up the Ace of clubs until he sees A has no more, hoping thus to block the suit.

Trick 5. Z reads A with the Ace of diamonds, since he has discarded two and is probably not guarding the King, so he tries a spade.

Tricks 7, 8, 9. Z must play his partner for the King of diamonds, so discards his diamonds to keep his spades.

SCORE. A B, 0. Y Z, 28. Rubber game.
A deals and makes it no-trump.



TRICK	Y	B	Z	A
1	♥ 6	♥ 9	♥ 2	<u>♥ A</u>
2	♣ 3	♣ J	♣ 5	♣ 8
3	♣ 4	♣ K	♣ 9	4 ♦
4	♣ 10	♣ 2	♣ A	5 ♦
5	2 ♠	8 ♠	Q ♠	<u>A</u> ♠
6	♥ 4	♥ J	♥ 5	♥ 3
7	3 ♠	♣ Q	9 ♦	7 ♦
8	2 ♦	♣ 7	10 ♦	4 ♠
9	♥ 7	♣ 6	J ♦	5 ♠
10	♥ 8	9 ♠	10 ♠	<u>K</u> ♠
11	♥ 10	♥ Q	Q ♦	<u>♥ K</u>
12	3 ♦	6 ♦	7 ♠	<u>A</u> ♦
13	K ♦	8 ♦	J ♠	6 ♠

SCORE. A and B make 11 tricks.

NOTE. Unless the clubs are brought in, A and B must stop at 8 tricks.

Notes on Hand 8

Trick 1. The heart suit is evidently the one to play for, yet even if it clears, there is no way for B to enter and make it unless A *overtakes* B's 10 of diamonds and keeps a small diamond to put him in with later. This is a good illustration of the kind of hand a hasty or careless player wrecks at the outset.

Trick 4. Y can read A with the King of diamonds, as Z did not play it; therefore, he changes to a club, hoping he may help Z's hand, B being so short.

Trick 11. Z plays the Ace at once, in order to return the club.

SCORE. A B, 0. Y Z, 0.
A deals and makes it no-trump.

♥ J 10 8 6 4 3 2
♦ Q 10
♣ 9
♠ 9 8 3

♥ K 7
♦ J 9 7 6 3 2
♣ K J 4 2
♠ 6

B
Y 8 Z
A

♥ 9 5
♦ 8 4
♣ Q 7 6
♠ A Q 7 5 4 2

♥ A Q
♦ A K 5
♣ A 10 8 5 3
♠ K J 10

TRICK	Y	B	Z	A
1	6 ♦	10 ♦	4 ♦	<u>A ♦</u>
2	<u>♥ 7</u>	♥ 2	♥ 5	<u>♥ A</u>
3	<u>♥ K</u>	♥ 3	♥ 9	<u>♥ Q</u>
4	<u>♣ 2</u>	♣ 9	♣ Q	<u>♣ A</u>
5	3 ♦	<u>Q ♦</u>	8 ♦	5 ♦
6	2 ♦	<u>♥ J</u>	♣ 6	10 ♠
7	7 ♦	<u>♥ 10</u>	2 ♠	♣ 3
8	9 ♦	<u>♥ 8</u>	4 ♠	♣ 5
9	J ♦	<u>♥ 6</u>	5 ♠	♣ 8
10	6 ♠	<u>♥ 4</u>	7 ♠	♣ 10
11	<u>♣ 4</u>	3 ♠	<u>A ♠</u>	J ♠
12	<u>♣ J</u>	8 ♠	♣ 7	K ♠
13	<u>♣ K</u>	9 ♠	Q ♠	K ♦

SCORE. A and B make 9 tricks—the exact game.

Notes on Hand 9

Trick 1. The spade suit is the only one with possibilities, but after A plays the Ace of spades he must find two Entries in B's hand; one so that B may enter and clear the spades, another so that he may again secure the lead and make the suit. As Z cannot beat the 9 of diamonds, A overtakes with the Ace and thus makes two entries in B's hand in the diamond suit.

Trick 5. If Z leads hearts here, unless he leads the Ace, which would be a bad play, A and B will make a small slam. Z must be ready to play his Ace of hearts on the first heart trick, and meanwhile clear up a trick in clubs if possible.

Trick 6. A plays the Ace of clubs to give B one more discard, and then puts him in to make the spades.

Trick 7. B's second and most necessary Entry now comes into play.

SCORE. A B, 0. Y Z, 0.
A deals and makes it no-trump.

♥ 10 6 4
♦ K J 9
♣ —
♠ Q J 7 5 4 3 2

♥ 5 3
♦ Q 10 8 6 5 4
♣ 9 4 3
♠ 10 6

B
Y 9 Z
A

♥ A Q J 7
♦ 7
♣ Q J 10 8 7
♠ K 9 8

♥ K 9 8 2
♦ A 3 2
♣ A K 6 5 2
♠ A

TRICK	Y	B	Z	A
1	6 ♦	9 ♦	7 ♦	A ♦
2	6 ♠	2 ♠	8 ♠	A ♠
3	5 ♦	J ♦	9 ♠	2 ♦
4	10 ♠	Q ♠	K ♠	♥ 2
5	♣ 3	♥ 4	♣ Q	♣ K
6	♣ 4	♥ 6	♣ 7	♣ A
7	4 ♦	K ♦	♥ 7	3 ♦
8	♥ 3	J ♠	♣ 8	♣ 2
9	♥ 5	7 ♠	♥ J	♣ 5
10	♣ 9	5 ♠	♥ Q	♣ 6
11	8 ♦	4 ♠	♣ 10	♥ 8
12	10 ♦	3 ♠	♣ J	♥ 9
13	Q ♦	♥ 10	♥ A	♥ K

SCORE. A and B win 11 tricks.

Notes on Hand 10

Trick 1. Although Y has opened the hearts, it proves to be A's and B's best combined suit. But if A wins with the Jack and leads the King, Y can hold up the Ace and block the suit. But if A plays the King first and then leads the Jack, B can overtake, and continuing, can clear the suit, holding the Queen of spades as an Entry.

Trick 2. B must overtake in order to continue the suit.

Trick 4. Y having to choose between clubs and diamonds, and being able to give Z equal help in each, changes to dummy's shortest suit, not a bad plan.

SCORE. A B, 12. Y Z, 24. Rubber game.
A deals and makes it no-trump.

♥ Q 10 9 8 5		
♦ 6		
♣ 7 5 4 2		
♠ Q 7 6		
♥ A 7 6 3 2	B	♥ 4
♦ J 10 5	Y 10 Z	♦ K Q 9 8 3
♣ J 10	A	♣ K Q 9
♠ J 5 2		♠ 10 9 8 3
♥ K J		
♦ A 7 4 2		
♣ A 8 6 3		
♠ A K 4		

TRICK	Y	B	Z	A
1	♥ 3	♥ 5	♥ 4	♥ K
2	♥ 2	♥ Q	3 ♠	♥ J
3	♥ A	♥ 10	8 ♠	2 ♦
4	J ♦	6 ♦	3 ♦	A ♦
5	2 ♠	Q ♠	9 ♠	4 ♠
6	♥ 6	♥ 9	10 ♠	4 ♦
7	♥ 7	♥ 8	♣ 9	7 ♦
8	5 ♠	6 ♠	8 ♦	K ♠
9	J ♠	7 ♠	9 ♦	A ♠
10	♣ 10	♣ 2	♣ Q	♣ A
11	♣ J	♣ 4	♣ K	♣ 3
12	5 ♦	♣ 5	K ♦	♣ 6
13	10 ♦	♣ 7	Q ♦	♣ 8

SCORE. A and B make 9 tricks—the exact game.

NOTE. Unless A clears the hearts he can make only the odd.

Notes on Hand 11

Trick 2. A must cover Z's return of the 10 of hearts, as he holds the fourchette, *i. e.*, the cards above and below. B now has to discard. If B had an entry, all the clubs could be made; and while at the first glance there does not seem to be one, yet unless there are four diamonds in either Y's hand or Z's, three rounds will exhaust them all and the 6 of diamonds will become B's Entry. Therefore, a spade must be the discard.

Trick 3. Y continues the hearts, hoping Z will either unblock with the 9 or be forced to play it.

Trick 8. B enters on the 6 of diamonds and makes his clubs.

SCORE. A B, 0. Y Z, 0.
A deals and makes it no-trump.

♥ 3
♦ 6 4 3 2
♣ K Q J 6 3 2
♠ Q 2

♥ A Q 8 6 4
♦ 9 8 7
♣ 9 8
♠ 9 8 4

B
Y 11 Z
A

♥ K 10 7
♦ J 10
♣ 10 7 5 4
♠ K 10 6 5

♥ J 9 5 2
♦ A K Q 5
♣ A
♠ A J 7 3

TRICK	Y	B	Z	A
1	♥ 6	♥ 3	♥ K	♥ 2
2	♥ Q	2 ♠	♥ 10	♥ J
3	♥ A	♣ 2	♥ 7	♥ 5
4	9 ♦	2 ♦	10 ♦	Q ♦
5	♣ 8	♣ 3	♣ 4	♣ A
6	8 ♦	3 ♦	J ♦	K ♦
7	7 ♦	4 ♦	♣ 5	A ♦
8	♥ 4	6 ♦	♣ 7	5 ♦
9	♣ 9	♣ K	♣ 10	3 ♠
10	4 ♠	♣ Q	5 ♠	7 ♠
11	♥ 8	♣ J	6 ♠	9
12	8 ♠	♣ 6	10 ♠	J ♠
13	9 ♠	Q ♠	K ♠	A ♠

SCORE. A and B win 10 tricks.

Notes on Hand 12

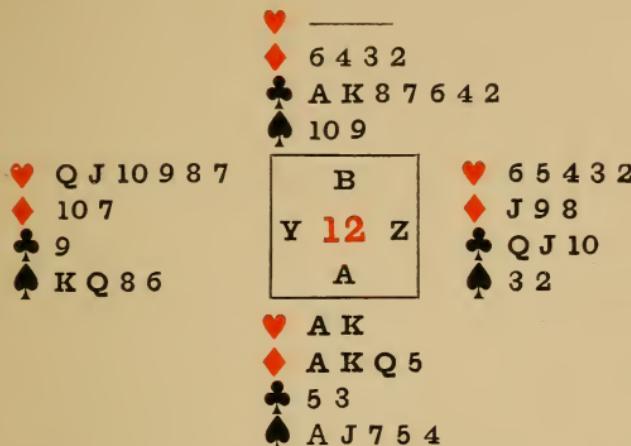
Trick 1. B must discard at once. With nine clubs in the two hands, it is a fair chance that they will all fall in two rounds, but if either adversary should have three clubs the suit would need a third round to clear it, and then the only entry would be the 6 of diamonds, as in the preceding hand. So B must discard a spade.

Trick 2. A leads two rounds of diamonds to make sure that the 6 of diamonds will be an Entry if necessary, and then plays for the clubs to fall. If they were evenly divided, he would make a grand slam. But as they are not, the 6 of diamonds becomes the Entry and is the means of bringing in the clubs. If B had had no possibility of an Entry in diamonds, A would have had to lead clubs and *lose* the first trick, thus enabling B to make the rest of the suit.

Trick 7. Z knows his partner has not the King of hearts, as he has led the Queen, so leads a spade, hoping to save the small slam.

SCORE. A B, 0. Y Z, 0.

A deals and makes it no-trump.



TRICK	Y	B	Z	A
1	♥ Q	9 ♠	♥ 3	♥ A
2	7 ♦	2 ♦	8 ♦	♦ A
3	10 ♦	3 ♦	9 ♦	♦ K
4	♣ 9	♣ K	♣ 10	♣ 5
5	6 ♠	♣ A	♣ J	♣ 3
6	♥ 7	♣ 2	♣ Q	4 ♠
7	8 ♠	10 ♠	3 ♠	♦ A
8	♥ 8	4 ♦	J ♦	♦ Q
9	♥ 9	6 ♦	♥ 4	5 ♦
10	♥ 10	♣ 8	♥ 5	5 ♠
11	Q ♠	♣ 7	♥ 6	7 ♠
12	♥ J	♣ 6	♥ 2	J ♠
13	K ♠	♣ 4	2 ♠	♥ K

SCORE. A and B make 12 tricks, a small slam.

Notes on Hand 13

Trick 1. It is evident from the start that if both finesses, in the clubs and in the hearts, win, A and B can make eight tricks. To make the extra trick more, necessary to win the game, there is no chance save by clearing up a thirteenth club. But even if that clears, it will be necessary to have an entry to make it with. As B's only Entry is the Ace of diamonds, A must win with the King of diamonds and lead clubs to B in order to have the trump led from B's hand.

Trick 6. A may as well try to drop all the trumps now.

Trick 8. B's Entry comes into play, and he makes the winning trick with the thirteenth club.

SCORE. A B, 6. Y Z, 24. Rubber game.
A deals and makes it hearts.

♥ 7 4 3
 ♦ A 7 6
 ♣ A Q 8 3
 ♠ 10 6 3

 ♥ 9 6 5
 ♦ Q J 10 9
 ♣ K 10 5
 ♠ A Q 5

B
Y 13 Z
A

♥ K 8 2
 ♦ 8 5 3
 ♣ J 7 6
 ♠ K J 9 7

♥ A Q J 10
 ♦ K 4 2
 ♣ 9 4 2
 ♠ 8 4 2

TRICK	Y	B	Z	A
1	Q ♦	6 ♦	3 ♦	K ♦
2	♣ 5	♣ Q	♣ 6	♣ 2
3	♥ 5	♥ 3	♥ 2	♥ 10
4	♣ 10	♣ A	♣ 7	♣ 4
5	♥ 6	♥ 4	♥ 8	♥ J
6	♥ 9	♥ 7	♥ K	♥ A
7	♣ K	♣ 3	♣ J	♣ 9
8	J ♦	A ♦	5 ♦	2 ♦
9	5 ♠	♣ 8	7 ♠	4 ♦
10	9 ♦	7 ♦	8 ♦	♥ Q
11	Q ♠	3 ♠	9 ♠	2 ♠
12	A ♠	6 ♠	J ♠	4 ♠
13	10 ♦	10 ♠	K ♠	8 ♠

SCORE. A and B win 9 tricks—exactly the game.

NOTE. Without the extra club trick A and B cannot go out.

Notes on Hand 14

Trick 1. With Queen and one low in the dummy, the best play is the Queen, unless you hold either Ace, Ten, and low or Jack, and at least two others in your own hand.

Trick 4. A must now try to make an Entry for B in diamonds. In doing so, he must be careful that B wins *every time*. If A ever leads the 10 or the 9 and B fails to overtake, Z can hold off that trick and thereby block the heart suit.

Trick 5. A might make one more trick here, as the cards lie, by playing his Ace of clubs at once; but he also might lose the game by so doing if Z had another club.

Trick 6. Z must now clear a spade trick before he loses his Ace of diamonds.

Trick 10. B enters on the Queen of diamonds and makes the hearts.

SCORE. A B, 0. Y Z, 0.

A deals and makes it no-trump.

	♥ Q J 9 7 3 2
	♦ Q J 8
	♣ Q 5
	♠ 6 5
♥ 10 6 4	
♦ 7 6 4 3	
♣ K J 8 6 3 2	
♠ —	
	B Y 14 Z A
	♥ 8 5
	♦ A K 5
	♣ 10 9
	♠ K Q 9 8 7 3
	♥ A K
	♦ 10 9 2
	♣ A 7 4
	♠ A J 10 4 2

TRICK	Y	B	Z	A
1	♣ 6	♣ Q	♣ 9	♣ 4
2	♥ 4	♥ 2	♥ 5	♥ K
3	♥ 6	♥ 3	♥ 8	♥ A
4	3 ♦	8 ♦	K ♦	2 ♦
5	♣ 8	♣ 5	♣ 10	♣ 7
6	♣ 3	5 ♠	K ♠	A ♠
7	4 ♦	J ♦	A ♦	9 ♦
8	♥ 10	6 ♠	Q ♠	2 ♠
9	♣ 2	♥ 7	3 ♠	10 ♠
10	6 ♦	Q ♦	5 ♦	10 ♦
11	7 ♦	♥ Q	7 ♠	4 ♠
12	♣ J	♥ J	8 ♠	J ♠
13	♣ K	♥ 9	9 ♠	♣ A

SCORE. A and B win 9 tricks and the game.

Notes on Hand 15

Trick 4. After the clubs are cleared A must find an Entry in B's hand. B tries the King of hearts at once, as Y may have the Ace and not want to play it until his diamonds are cleared.

Trick 5. A false cards the Ace of diamonds, hoping to coax Z to lead it again, and keeps leading his highest heart to avoid any possible blocking.

Trick 10. B gets in with his Entry, the 9 of hearts, and makes his clubs.

SCORE. A B, 0. Y Z, 0.

A deals and makes it no-trump.

♥ K J 9 4 ♦ 7 5 ♣ J 9 7 6 4 3 2 ♠ —	B Y 15 Z A	♥ A Q 10 ♦ 10 6 3 ♣ Q 8 ♠ Q 10 8 5 2
♥ 7 2 ♦ Q 9 8 4 2 ♣ 10 5 ♠ K 6 4 3	♥ 8 6 5 3 ♦ A K J ♣ A K ♠ A J 9 7	

TRICK	Y	B	Z	A
1	4 ♦	5 ♦	10 ♦	J ♦
2	♣ 5	♣ 2	♣ 8	♣ K
3	♣ 10	♣ 3	♣ Q	♣ A
4	♥ 2	♥ K	— A	— 8
5	2 ♦	7 ♦	6 ♦	A ♦
6	♥ 7	♥ J	— Q	— 6
7	8 ♦	♣ 4	3 ♦	K ♦
8	4 ♠	♥ 4	— 10	— 5
9	3 ♠	♣ 6	5 ♠	A ♠
10	9 ♦	— 9	2 ♠	— 3
11	6 ♠	— J	8 ♠	7 ♠
12	Q ♦	— 9	10 ♠	9 ♠
13	K ♠	— 7	Q ♠	J ♠

SCORE. A and B win 10 tricks and the game.

Notes on Hand 16

Trick 2. If A leads his Ace and King of clubs *first*, and then tries to clear up the Jack of spades in B's hand for an Entry, Z will certainly hold off with the Ace. A's best chance is to clear up the Entry first. Z, however, need be in no hurry to play his Ace of spades. He can kill any Entry B might have in hearts, and if he saves his Ace of spades for B's Jack it may prevent the long club suit from making.

Trick 4. A, failing in his spade manœuvre, now leads off his Ace and King of clubs, hoping to put B in with a heart.

Trick 8. Z is practically marked with the Ace of spades, so Y puts him in with it, hoping he has another diamond to lead through.

Trick 11. Y sees that A probably has left in his hand two diamonds and the Ace of hearts. If that is so, he may win the rubber by leading the heart first, while if he takes his diamond trick at once he must stop at six tricks—an excellent place to take a chance.

SCORE. A B, 0. Y Z, 22. Rubber game.
A deals and makes it no-trump.

♥ Q 10 2
♦ 5
♣ Q 8 5 4 3 2
♠ J 4 3

♥ 9 6 4
♦ A Q 10 2
♣ 9 6
♠ 10 9 8 6

B
Y **16** Z
A

♥ K J 8 5
♦ 8 7 6
♣ J 10 7
♠ A 7 5

♥ A 7 3
♦ K J 9 4 3
♣ A K
♠ K Q 2

TRICK	Y	B	Z	A
1	2 ♦	5 ♦	6 ♦	9 ♦
2	6 ♠	3 ♠	5 ♠	Q ♠
3	8 ♠	4 ♠	7 ♠	K ♠
4	♣ 6	♣ 2	♣ 7	♣ K
5	♣ 9	♣ 3	♣ 10	♣ A
6	♥ 4	♥ Q	♥ K	♥ 3
7	Q ♦	J ♠	8 ♦	J ♦
8	10 ♠	♣ 4	A ♠	2 ♠
9	A ♦	♣ 5	7 ♦	K ♦
10	9 ♠	♣ 8	♣ J	♥ 7
11	♥ 9	♥ 10	♥ J	♥ A
12	10 ♦	♣ Q	♥ 5	3 ♦
13	♥ 6	♥ 2	♥ 8	4 ♦

SCORE. A and B lose the odd card, game, and rubber.

NOTE. If Z plays his Ace of Spades on either the King or the Queen, A and B will win the game.

Notes on Hand 17

Trick 2. B tries to clear up A's Entry in hearts before disclosing the spade situation. It would be too apparent to lead the Ace and King of spades first. But Y sees that B is leading hearts either for a long suit in A's hand or to build up an Entry for him for some other suit. Y must lose some tricks, and this seems to be an excellent place to lose one of them. It is often as necessary to hold up *both* Ace and King as it is to hold up Ace alone. If Y plays the King the first time, planning to hold up the Ace the next time, A can prevent his doing so by overtaking B's 10 of hearts.

Trick 4. Z discards the King of clubs to show an enormously strong suit, which lacks the Ace alone.

SCORE. A B, 12. Y Z, 0.

A deals and passes the make. B makes it no-trump.

♥ A K 5 2
 ♦ J 10 9 8 5 4
 ♣ —
 ♠ 8 5 2

♥ J 10 6
♦ A K Q 6
♣ A 8 5 3
♠ A K

B
Y 17 Z
A

♥ 8 7 3
♦ 7
♣ K Q J 10 9 7 6 4
♠ 10

♥ Q 9 4
♦ 3 2
♣ 2
♠ Q J 9 7 6 4 3

TRICK	Y	B	Z	A
1	J ♦	Q ♦	7 ♦	2 ♦
2	♥ 2	♥ J	♥ 3	♥ 4
3	♥ K	♥ 10	♥ 7	♥ Q
4	8 ♦	K ♦	♣ K	3 ♦
5	2 ♠	A ♠	10 ♠	3 ♠
6	5 ♠	K ♠	♣ 4	4 ♠
7	♥ A	♥ 6	♥ 8	♥ 9
8	♥ 5	♣ 3	♣ 6	6 ♠
9	10 ♦	A ♦	♣ 7	♣ 2
10	8 ♠	♣ A	♣ 9	7 ♠
11	9 ♦	6 ♦	♣ 10	9 ♠
12	5 ♦	♣ 5	♣ J	J ♠
13	4 ♦	♣ 8	♣ Q	Q ♠

SCORE. A and B win the odd card only.

NOTE. If Y plays the King of hearts on the first heart trick, A and B will make 11 tricks.

Notes on Hand 18

Trick 3. Z might as well force the strong trump hand.

Trick 4. The diamond suit is the only one with possibilities, but after it is cleared the only Entry is the Jack of trumps, therefore it must be cleared before trumps are led.

Trick 6. B must trump with the Queen of hearts, or he will not have a low heart to put A in with.

Trick 7. B now takes three rounds of trumps, being careful to win the last round in A's hand.

Trick 9. A's Jack of trumps is now his Entry, and he makes his two long diamonds, which win the game.

SCORE. A B, 0. Y Z, 12.

A deals and passes the make. B makes it hearts.

♥ A K Q 8 4
 ♦ 5 3
 ♣ A 6 4 2
 ♠ K 5

♥ 6 5 2
 ♦ Q 10 4
 ♣ Q 10 7 5 3
 ♠ Q 7

B
 Y 18 Z
 A

♥ 10 9
 ♦ J 9 8
 ♣ K J
 ♠ A J 10 9 6 2

♥ J 7 3
 ♦ A K 7 6 2
 ♣ 9 8
 ♠ 8 4 3

TRICK	Y	B	Z	A
1	Q ♠	K ♠	A ♠	3 ♠
2	7 ♠	5 ♠	9 ♠	4 ♠
3	♣ 3	♥ 4	10 ♠	8 ♠
4	4 ♦	3 ♦	8 ♦	K ♦
5	10 ♦	5 ♦	9 ♦	A ♦
6	Q ♦	♥ Q	J ♦	2 ♦
7	♥ 2	♥ A	♥ 9	♥ 3
8	♥ 5	♥ K	♥ 10	♥ 7
9	♥ 6	♥ 8	2 ♠	♥ J
10	♣ 5	♣ 2	6 ♠	6 ♦
11	♣ 7	♣ 4	J ♠	7 ♦
12	♣ 10	♣ A	♣ J	♣ 8
13	♣ Q	♣ 6	♣ K	♣ 9

SCORE. A and B win 10 tricks—the exact game.

Notes on Hand 19

Trick 1. Z, holding more than two of his partner's suit, begins to unblock.

Trick 2. A must try to exhaust the trumps and make the club suit in B's hand, for which the only entry will be the 5 of trumps. This he can do if the trumps are evenly divided.

Trick 5. If A trumps with the 3, he cannot put B in the lead; he must trump with the 6 and lead the 3.

Trick 8. B's 5 of trumps becomes the Entry, and he gives A two discards on the long clubs, thereby making a small slam.

SCORE. A B, 0. Y Z, 0.
A deals and makes it hearts.

♥ 5 4 2
♦ 10 8 2
♣ 10 7 6 4 2
♠ A 2

♥ J 7
♦ Q 7 5 3
♣ A
♠ K Q J 10 8 7

B
Y **19** Z
A

♥ Q 10
♦ K J 9
♣ 9 8 5 3
♠ 9 6 4 3

♥ A K 9 8 6 3
♦ A 6 4
♣ K Q J
♠ 5

TRICK	Y	B	Z	A
1	K ♠	<u>A</u> ♠	4 ♠	5 ♠
2	♥ 7	♥ 2	♥ 10	<u>♥</u> K
3	♥ J	♥ 4	♥ Q	<u>♥</u> A
4	<u>♣</u> A	♣ 2	♣ 3	♣ K
5	Q ♠	2 ♠	3 ♠	<u>♥</u> 6
6	3 ♦	♣ 4	♣ 5	♣ Q
7	7 ♠	♣ 6	♣ 8	♣ J
8	8 ♠	<u>♥</u> 5	6 ♠	<u>♥</u> 3
9	10 ♠	<u>♣</u> 10	♣ 9	4 ♦
10	5 ♦	<u>♣</u> 7	9 ♠	6 ♦
11	7 ♦	2 ♦	9 ♦	<u>A</u> ♦
12	J ♠	8 ♦	J ♦	<u>♥</u> 9
13	Q ♦	10 ♦	K ♦	<u>♥</u> 8

SCORE. A and B win 12 tricks—a small slam.

Notes on Hand 20

Trick 2. This hand illustrates a position that often occurs and is often misplayed. The possibilities of the hand lie in the club suit. A and B have eight clubs between them; the opponents must have the remaining five, and one of them must therefore have as many as three. If two rounds of clubs are taken at once with the Ace and King, it is impossible for the clubs so to fall as to leave the 8 the best club. Also, if a third round is taken to clear the suit, A can never make the others, as his hand has no possible Entry. Therefore, as one trick in clubs must certainly be lost in clearing the suit, it is best to lose the *first* one while B has still another club to lead across. A passes the first club and waits for the next round.

Trick 4. A now enters on his King of clubs and makes the entire suit.

SCORE. A B, 16. Y Z, 24.

A deals and passes the make. B makes it no-trump.

♥ A 6 3	
♦ A K 8 4	
♣ 7 3	
♠ A J 5 3	
♥ Q J 10 7 4 2	
♦ 5 3	
♣ Q J 6	
♠ 8 7	
B Y 20 Z A	
♥ 9 8 5	
♦ Q J 10 9	
♣ 10 9	
♠ K Q 10 9	
♥ K	
♦ 7 6 2	
♣ A K 8 5 4 2	
♠ 6 4 2	

TRICK	Y	B	Z	A
1	♥ Q	♥ 3	♥ 5	♥ K
2	♣ J	♣ 3	♣ 9	♣ 2
3	♥ 10	♥ A	♥ 8	2 ♦
4	♣ 6	♣ 7	♣ 10	♣ K
5	♣ Q	♥ 6	9 ♠	♣ A
6	3 ♦	3 ♠	10 ♠	♣ 8
7	7 ♠	5 ♠	9 ♦	♣ 5
8	♥ 2	J ♠	Q ♠	♣ 4
9	5 ♦	K ♦	10 ♦	7 ♦
10	♥ 4	A ♦	J ♦	6 ♦
11	8 ♠	A ♠	K ♠	2 ♠
12	♥ 7	4 ♦	Q ♦	4 ♠
13	♥ J	8 ♦	9	6 ♠

SCORE. A and B win 10 tricks and the game.

NOTE. Without the clubs, A and B can make only the odd card.

Notes on Hand 21

Trick 1. A false cards the Queen of diamonds, hoping to induce Y to lead them again, as Z may have the Jack.

Trick 2. A and B have the same difficulty confronting their club suit that the previous hand presented, but masquerading now under a different guise. B's solitary Entry is the Ace of the club suit, which, therefore, must not be played until the *third round*, when it is probable the suit will be cleared.

Trick 3. Y, thinking his partner has the Jack of diamonds, continues the suit.

Trick 4. B properly passes the second round of clubs.

Trick 9. A can see the game in sight, so doesn't chance the finesse in spades, as it is unnecessary.

SCORE. A B, 0. Y Z, 0.
A deals and makes it no-trump.

♥ 8 7
♦ 8 7 6
♣ A 7 5 4 2
♠ 8 5 3

♥ J 6 4 2
♦ K 9 4 3 2
♣ K Q
♠ K 9

B
Y 21 Z
A

♥ Q 10 5 3
♦ 10 5
♣ J 9 3
♠ J 10 7 6

♥ A K 9
♦ A Q J
♣ 10 8 6
♠ A Q 4 2

TRICK	Y	B	Z	A
1	3 ♦	6 ♦	10 ♦	Q ♦
2	♣ Q	♣ 2	♣ 3	♣ 10
3	4 ♦	7 ♦	5 ♦	J ♦
4	♣ K	♣ 4	♣ 9	♣ 8
5	2 ♦	8 ♦	♣ J	A ♦
6	♥ 2	♣ A	♥ 3	♣ 6
7	♥ 4	♣ 7	6 ♠	2 ♠
8	♥ 6	♣ 5	7 ♠	4 ♠
9	♥ J	♥ 8	♥ 5	♥ K
10	9 ♦	♥ 7	♥ 10	♥ A
11	9 ♠	3 ♠	10 ♠	A ♠
12	K ♠	5 ♠	J ♠	Q ♠
13	K ♦	8 ♠	♥ Q	9

SCORE. A and B win 9 tricks and the game.

Notes on Hand 22

Trick 2. Y can hardly continue the spades, and between diamonds and clubs, diamonds seem the better.

Trick 3. There is nothing for A to gain in passing the trump; he must clear the spades and give B a discard of a club. Y is lost whether he covers the spade or not.

Trick 6. A gives B his much-needed discard of a club.

SCORE. A B, 0. Y Z, 0.
A deals and makes it hearts.

♥ J 9 4
♦ A Q 10 9 6 5 3
♣ 6 3
♠ 3

♥ K 7 6 5 B ♥ —
♦ 7 4 Y 22 Z ♦ K J 2
♣ J 10 9 A ♣ K Q 8 7 5 2
♠ A K 7 6

♥ A Q 10 8 3 2
♦ 8
♣ A 4
♠ Q J 10 9

TRICK	Y	B	Z	A
1	<u>K</u> ♠	3 ♠	4 ♠	9 ♠
2	7 ♦	<u>A</u> ♦	2 ♦	8 ♦
3	♥ 5	♥ J	♣ 7	<u>♥</u> A
4	A ♠	<u>♥</u> 4	5 ♠	Q ♠
5	♣ 9	♣ 6	♣ Q	<u>♣</u> A
6	6 ♠	♣ 3	8 ♠	<u>J</u> ♠
7	♣ 10	<u>♥</u> 9	♣ 2	♣ 4
8	4 ♦	3 ♦	K ♦	<u>♥</u> 2
9	<u>♥</u> K	5 ♦	♣ 5	♥ Q
10	♣ J	6 ♦	♣ K	<u>♥</u> 3
11	♥ 6	9 ♦	2 ♠	<u>♥</u> 10
12	♥ 7	10 ♦	♣ 8	<u>♥</u> 8
13	7 ♠	Q ♦	J ♦	<u>10</u> ♠

SCORE. A and B win 11 tricks.

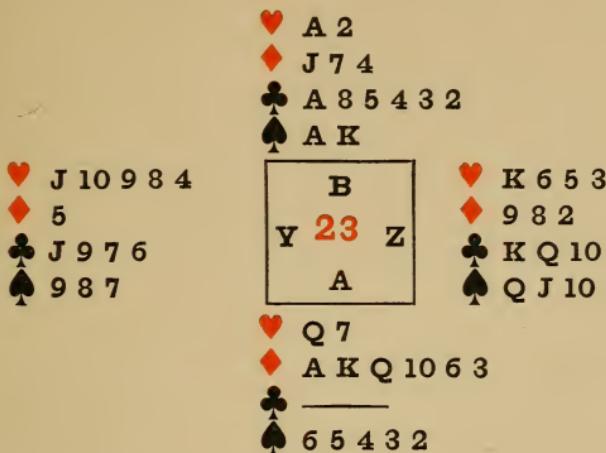
Notes on Hand 23

Trick 2. A at once discards his heart on B's Ace of clubs.

Trick 3. B leads spades, so as to be able to clear A's spade suit by trumping before A exhausts the trumps.

Trick 5. B puts A in the lead by ruffing him on a club, so that A may lead him a spade to trump and thus establish the spades.

SCORE. A B, 0. Y Z, 0.
A deals and makes it diamonds.



TRICK	Y	B	Z	A
1	♥ J	♥ A	♥ 5	♥ 7
2	♣ 6	♣ A	♣ 10	♥ Q
3	7 ♠	A ♠	10 ♠	2 ♠
4	8 ♠	K ♠	J ♠	3 ♠
5	♣ 7	♣ 2	♣ Q	3 ♦
6	9 ♠	4 ♦	Q ♠	4 ♠
7	5 ♦	J ♦	2 ♦	6 ♦
8	♥ 4	7 ♦	8 ♦	10 ♦
9	♥ 8	♣ 3	9 ♦	Q ♦
10	♥ 9	♣ 4	♥ 3	A ♦
11	♣ 9	♣ 5	♥ 6	K ♦
12	♥ 10	♣ 8	♣ K	6 ♠
13	♣ J	♥ 2	♥ K	5 ♠

SCORE. A and B make a grand slam.

Notes on Hand 24

Trick 1. With Y's hand the King of spades is a better opening than fourth-best from the clubs; the result is the same in either case, unless Z at once changes to a diamond after winning the club.

Trick 4. A lets B trump another spade in order to keep both the Ace and a trump to bring in the spades with; in case some one has four spades.

Trick 5. B leads the 10 of hearts, saving a small heart to put A in with if necessary.

SCORE. A B, 0. Y Z, 24.

A deals and passes the make. B makes it hearts.

♥ J 10 7 6 5 4
 ♦ J 8 3 2
 ♣ J 9 7
 ♠ —

♥ —
 ♦ 9 7 6 4
 ♣ 10 8 5 4 3 2
 ♠ K Q J

B
 Y **24** Z
 A

♥ K 3 2
 ♦ A K Q 10
 ♣ A K Q
 ♠ 10 9 7

♥ A Q 9 8
 ♦ 5
 ♣ 6
 ♠ A 8 6 5 4 3 2

TRICK	Y	B	Z	A
1	K ♠	♥ 4	7 ♠	2 ♠
2	♣ 2	♥ J	♥ 2	♥ 8
3	♣ 3	♥ 5	♥ 3	♥ Q
4	J ♠	♥ 6	9 ♠	3 ♠
5	♣ 4	♥ 10	♥ K	♥ A
6	Q ♠	♣ 7	10 ♠	A ♠
7	4 ♦	♣ 9	10 ♦	8 ♠
8	♣ 5	♣ J	♣ Q	6 ♠
9	6 ♦	2 ♦	Q ♦	5 ♠
10	7 ♦	3 ♦	♣ K	4 ♠
11	♣ 8	♥ 7	♣ A	♣ 6
12	9 ♦	8 ♦	K ♦	5 ♦
13	♣ 10	J ♦	A ♦	♥ 9

SCORE. A and B take 12 tricks and a small slam.

Notes on Hand 25

Trick 1. Z begins to unblock.

Trick 2. The club suit is the only one to play for, and it must be cleared before B's trumps are exhausted, as they are his only Entry.

Trick 4. A puts B in with a trump, so that he may again lead a club.

Trick 5. A must trump with a large trump, and save a small one to put B in with.

Trick 6. A now takes two rounds of trumps, being careful to leave B in the lead at the end of the second round.

SCORE. A B, 0. Y Z, 0.
A deals and makes it hearts.

♥ J 10 9		
♦ 6 3		
♣ A 8 6 5 3 2		
♠ 9 5		
♥ 5 4 2	B	♥ 3
♦ K Q J 9	Y 25 Z	♦ 10 8 5 4
♣ K 9 7	A	♣ Q J 10
♠ J 7 2		♠ A Q 8 4 3
♥ A K Q 8 7 6		
♦ A 7 2		
♣ 4		
♠ K 10 6		

TRICK	Y	B	Z	A
1	K ♦	3 ♦	5 ♦	A ♦
2	♣ 7	♣ A	♣ 10	♣ 4
3	♣ 9	♣ 2	♣ J	♥ 6
4	♥ 2	♥ 9	♥ 3	♥ 7
5	♣ K	♣ 3	♣ Q	♥ Q
6	♥ 5	♥ 10	8 ♦	♥ K
7	♥ 4	♥ J	3 ♠	♥ 8
8	9 ♦	♣ 8	4 ♠	2 ♦
9	J ♦	♣ 6	10 ♦	7 ♦
10	2 ♠	♣ 5	8 ♠	6 ♠
11	7 ♠	5 ♠	A ♠	10 ♠
12	Q ♦	6 ♦	4 ♦	♥ A
13	J ♠	9 ♠	Q ♠	K ♠

SCORE. A and B make a small slam.

Notes on Hand 26

With both red suits unprotected B cannot make it no-trump, so tries a club, being somewhat influenced by the honor score.

Trick 2. As B can trump diamonds and A can trump spades, there is no need to lead trumps.

Trick 5. If the spades are divided B can make them all, but they are not.

Trick 7. This is a good time to lead the heart through. Z covers, holding two honors.

SCORE. A B, 4. Y Z, 0 Rubber game.
A deals and passes the make. B makes it clubs.

♥ Q J
♦ —
♣ K Q J 10 5
♠ A J 10 6 4 3

♥ 8 5 2
♦ A K Q J 10 7
♣ —
♠ Q 8 7 2

B
Y 26 Z
A

♥ K 10 9 6 3
♦ 9 8 3
♣ 6 4 3
♠ K 5

♥ A 7 4
♦ 6 5 4 2
♣ A 9 8 7 2
♠ 9

TRICK	Y	B	Z	A
1	K ♦	♣ 5	3 ♦	2 ♦
2	2 ♠	A ♠	5 ♠	9 ♠
3	7 ♠	3 ♠	K ♠	♣ 2
4	7 ♦	♣ 10	8 ♦	4 ♦
5	8 ♠	4 ♠	9 ♦	♣ 7
6	10 ♦	♣ J	♥ 3	5 ♦
7	♥ 2	♥ Q	♥ K	♥ A
8	♥ 5	♥ J	♥ 6	♥ 4
9	Q ♠	6 ♠	♥ 9	♣ 8
10	♥ 8	♣ Q	♥ 10	♥ 7
11	J ♦	10 ♠	♣ 3	♣ 9
12	Q ♦	♣ K	♣ 4	6 ♦
13	A ♦	J ♠	♣ 6	♣ A

SCORE. A and B make a grand slam.

Notes on Hand 27

Trick 2. First of all, A must put B in the lead, so that he may discard his King of spades on B's Ace of clubs. So that, although he seems to begin at once on the trumps, it is not in an effort to exhaust them, but simply to use one of B's high trumps as an Entry.

Trick 4. Having discarded his one spade, A must now prepare to ruff B with the diamonds, so B leads his remaining diamond.

Trick 5. As long as B can ruff the diamonds and Z has no trumps, Y's best play is to lead a trump.

Trick 7. Y gains nothing by holding off with his Queen of diamonds.

SCORE. A B, 0. Y Z, 12.
A deals and makes it hearts.

♥ A K Q	
♦ 10 8	
♣ A 4 3 2	
♠ Q J 10 2	
♥ 8 7 4	♥ —
♦ K Q J 5	♦ 4 2
♣ K 6 5	♣ Q J 10 9 8 7
♠ 8 6 5	♠ A 9 7 4 3
	B
Y	27
	Z
	A
♥ J 10 9 6 5 3 2	
♦ A 9 7 6 3	
♣ —	
♠ K	

TRICK	Y	B	Z	A
1	K ♦	8 ♦	2 ♦	A ♦
2	♥ 4	♥ Q	♣ 7	♥ 2
3	♣ 5	♣ A	♣ 8	K ♠
4	J ♦	10 ♦	4 ♦	3 ♦
5	♥ 7	♥ K	3 ♠	♥ 3
6	♣ 6	♣ 2	♣ 9	♥ 5
7	Q ♦	♥ A	4 ♠	9 ♦
8	5 ♠	Q ♠	A ♠	♥ 6
9	♥ 8	♣ 3	7 ♠	♥ J
10	6 ♦	♣ 4	9 ♠	♥ 10
11	6 ♠	2 ♠	♣ 10	7 ♦
12	8 ♠	10 ♠	♣ J	6 ♦
13	♣ K	J ♠	♣ Q	♥ 9

SCORE. A and B make a small slam.

Notes on Hand 28

Trick 3. A plays his Ace at once, as B has but one heart.

Trick 4. For the same reason B does not finesse the club.

Trick 9. A can see that if the Queen of diamonds is on his left, in Y's hand, it will probably make. If it is in Z's hand, he must keep a small diamond to play under B's 9, if he leads it for a finesse; so he trumps with his 10.

Trick 10. With the Queen of diamonds now marked in Z's hand, B takes no chances, but trumps with the King and leads the 9 through.

SCORE. A B, 0. Y Z, 28.
A deals and makes it diamonds.

♥ 2
♦ K 9 6 2
♣ A Q 5 3 2
♠ 7 5 4

♥ K 10 7 5
♦ —
♣ 10 9 8
♠ Q J 10 6 3 2

B
Y 28 Z
A

♥ J 9 6 3
♦ Q 7 4
♣ K J 6 4
♠ A K

♥ A Q 8 4
♦ A J 10 8 5 3
♣ 7
♠ 9 8

TRICK	Y	B	Z	A
1	Q ♠	4 ♠	K ♠	8 ♠
2	2 ♠	5 ♠	A ♠	9 ♠
3	♥ 5	♥ 2	♥ 3	♥ A
4	♣ 8	♣ A	♣ 4	♣ 7
5	♣ 9	♣ 2	♣ J	3 ♦
6	♥ 7	2 ♦	♥ 6	♥ 4
7	♣ 10	♣ 3	♣ 6	5 ♦
8	♥ 10	6 ♦	♥ 9	♥ 8
9	3 ♠	♣ 5	♣ K	10 ♦
10	♥ K	K ♦	♥ J	♥ Q
11	6 ♠	9 ♦	4 ♦	8 ♦
12	10 ♠	♣ Q	7 ♦	J ♦
13	J ♠	7 ♠	Q ♦	A ♦

SCORE. A and B take 11 tricks and the game.

Notes on Hand 29

Trick 1. This hand well illustrates the value, the necessity, of counting the number of tricks you can take before you play a card. It is evident that the diamonds must fall and that with seven tricks there, four in hearts and one in clubs, a small slam is in sight. It looks as though Y probably has led from the King of clubs and as though A can win with the Queen, thus making an extra club trick and a grand slam. But if Z has the King of clubs, it is equally probable that he will not return the club up to B's Ace and Jack, and that the suit he will change to will be spades, in which A and B have absolutely no protection. Therefore, B plays his Ace at once and takes his small slam, not being willing to risk the loss of the game for the sake of an extra trick.

SCORE. A B, 0. Y Z, 18. Rubber game.
 A deals and, owing to the score, passes the make.
 B makes it no-trnmp.

♥ 7 6 5 4	♥ A Q J 2	♥ 10 8
♦ —	♦ A K 10 7	♦ Q J
♣ 10 7 6 5 4 3	♣ A J 8	♣ K 9
♠ Q 10 5	♠ J 4	♠ A K 9 8 7 6 2
	B Y 29 Z A	
	♥ K 9 3	♥ K 9 3
	♦ 9 8 6 5 4 3 2	♦ 9 8 6 5 4 3 2
	♣ Q 2	♣ Q 2
	♠ 3	♠ 3

TRICK	Y	B	Z	A
1	♣ 5	♣ A	♣ 9	♣ 2
2	♥ 4	♦ A	♦ J	2 ♦
3	♥ 5	♦ K	♦ Q	3 ♦
4	♥ 6	♦ 10	♦ 7	4 ♦
5	♣ 3	♦ 7	♦ 2	8 ♦
6	♣ 4	♦ 4	♦ 6	9 ♦
7	♣ 6	♦ J	♦ 8	6 ♦
8	♣ 7	♦ 8	♦ 8	5 ♦
9	♥ 7	♦ 2	♦ 10	♦ K
10	♣ 10	♦ J	♦ 9	♦ 9
11	5 ♠	♦ A	♦ K	♦ 3
12	10 ♠	♦ Q	♦ A	3 ♠
13	Q ♠	♦ J	♦ K	♦ Q

SCORE. A and B make a small slam.

NOTE. If B plays low on the first club, A and B will take only 5 tricks—a loss of 104 points.

Notes on Hand 30

Trick 1. A and B have in sight four tricks in spades, four in clubs and one in hearts—that is, nine tricks and the game. For B to pass the first heart trick for the sake of making one additional and really unnecessary trick is the height of folly, considering that in both A's hand and B's, the diamond suit is absolutely unguarded, and that if Z changes to a diamond, Y and Z will undoubtedly save the game. So B plays the Ace at once.

Trick 5. Z reverses in his diamond discard, to show strength.

SCORE. A B, 0. Y Z, 12. Rubber game.
 A deals and passes the make. B makes it no-trump.

♥ A 8			
♦ J 6 3			
♣ A K Q 4			
♠ A Q J 7			
♥ J 9 7 6 5 3			
♦ 9			
♣ 9 8 3			
♠ 10 6 2			
	B		
	Y 30 Z		
	A		
♥ K 2			
♦ A K Q 8 7 5 2			
♣ 10 5			
♠ 8 3			
♥ Q 10 4			
♦ 10 4			
♣ J 7 6 2			
♠ K 9 5 4			

TRICK	Y	B	Z	A
1	♥ 6	♥ A	♥ 2	♥ 4
2	2 ♠	7 ♠	3 ♠	K ♠
3	6 ♠	Q ♠	8 ♠	4 ♠
4	10 ♠	A ♠	♣ 5	5 ♠
5	♥ 5	J ♠	5 ♦	9 ♠
6	♣ 3	♣ A	♣ 10	♣ 2
7	♣ 8	♣ K	2 ♦	♣ 6
8	♣ 9	♣ Q	7 ♦	♣ 7
9	♥ 3	♣ 4	8 ♦	♣ J
10	9 ♦	3 ♦	Q ♦	10 ♦
11	♥ 7	6 ♦	A ♦	4 ♦
12	♥ 9	J ♦	K ♦	♥ 10
13	♥ J	8	♥ K	♥ Q

SCORE. A and B take 9 tricks, the exact game.

NOTE. If B does not play the Ace of hearts on the first trick, A and B will *lose* two by card.

Notes on Hand 31

Trick 1. There is probably no other position at the Bridge table misplayed so often as this one, where B has Ace, Queen and one (or more) low in the suit the adversary opens. The best that can be made in the suit is two tricks, and the best way to make those is to pass the first trick, unless some one suit, to which Z might change, lies solidly against you, in which case the Ace is often the best play.

Trick 2. Z prefers to open his own suit, rather than to lead back his partner's, which is doubly established against him in the dummy.

SCORE. A B, 12. Y Z, 24.

A deals and passes the make. B makes it no-trump.

♥ 7 4	♥ A 8 5 2
♦ J 9 8 6 5 3	♦ A Q 4
♣ 9 7 4	♣ A Q 8
♠ K 6	♠ Q J 7
	B Y 31 Z A
	♥ Q J 10 3
	♦ K 10
	♣ J 10 6 3 2
	♠ 9 3
	♥ K 9 6
	♦ 7 2
	♣ K 5
	♠ A 10 8 5 4 2

TRICK	Y	B	Z	A
1	6 ♦	4 ♦	K ♦	2 ♦
2	♥ 4	♥ A	Q	6
3	K ♠	Q ♠	3 ♠	2 ♠
4	♥ 7	2	10	K
5	6 ♠	J ♠	9 ♠	4 ♠
6	♣ 4	7 ♠	10 ♦	10 ♠
7	3 ♦	5	2	A ♠
8	5 ♦	8	3	8 ♠
9	8 ♦	8	3	5 ♠
10	♣ 7	♣ A	6	♣ K
11	♣ 9	Q	10	5
12	9 ♦	A ♦	J	7 ♦
13	J ♦	Q ♦	J	9

SCORE. A and B take 10 tricks and the game.

NOTE. If B plays the Queen of diamonds on the first trick, A and B will make only the odd card.

Notes on Hand 32

Trick 1. *Never play Queen second in hand from the dummy when you have Ace, Ten and small in your own hand. If you play low, you *must* make two tricks in that suit no matter how the other cards lie.

Trick 11. It is evident that Y has not the Ace of clubs or he would have kept his hearts, so that A can clear up a trick in clubs before he loses his Entry, the Ace of spades.

*The same rule applies where dummy has King and one low, and you have Ace, Ten and small in your own hand.

SCORE. A B, 18. Y Z, 20.

A deals and makes it no-trump.

♥ Q 5
 ♦ A J 10 6 4 2
 ♣ 10 6 2
 ♠ 5 3

♥ J 9 8 7 3 2
 ♦ 8 7
 ♣ J 9 8 7 3
 ♠ —

B
 Y 32 Z
 A

♥ K 6
 ♦ Q 9 3
 ♣ A
 ♠ J 10 9 8 6 4 2

♥ A 10 4
 ♦ K 5
 ♣ K Q 5 4
 ♠ A K Q 7

TRICK	Y	B	Z	A
1	♥ 7	♥ 5	♥ K	♥ A
2	7 ♦	2 ♦	3 ♦	K ♦
3	8 ♦	10 ♦	Q ♦	5 ♦
4	♥ 2	♥ Q	6	4
5	♣ 3	A ♦	9 ♦	10
6	♥ 3	J ♦	2 ♠	♣ 4
7	♥ 8	6 ♦	4 ♠	♣ 5
8	♥ 9	4 ♦	6 ♠	7 ♠
9	♣ 7	3 ♠	8 ♠	Q ♠
10	♣ 8	5 ♠	9 ♠	K ♠
11	♣ 9	♣ 2	♣ A	♣ K
12	♥ J	♣ 6	J ♠	A ♠
13	♣ J	♣ 10	10 ♠	♣ Q

SCORE. A and B win 11 tricks and the game.

NOTE. If B plays the Queen of hearts on the first trick A and B cannot make the odd.

Notes on Hand 33

Trick 1. *With Queen and exactly one low in the dummy, the Queen is the best play, *unless you hold in your own hand Ace, Ten and low, or Jack and two or more others*, when the play of a low card must win regardless of the location of the other cards. Heeding this principle, B plays low.

Trick 3. Z cannot have the Jack of hearts, having returned the Nine, and Y has no Entry to make the hearts with if he continues and clears them, so he changes to a club through dummy's King, once guarded, hoping to help Z.

*Of course, the same rule applies when dummy has Jack and one low, and you have in your own hand Queen and two or more.

SCORE. A B, 8. Y Z, 28.

A deals and makes it no-trump.

♥ Q 2			
♦ Q 8 5 4			
♣ K 5			
♠ A 10 9 5 4			
♥ K 10 8 7 6 4	B	♥ A 9	
♦ 10 3	Y 33 Z	♦ J 9 4	
♣ 7 6 3	A	♣ 10 9 8 2	
♠ J 2		♠ 8 7 6 3	
♥ J 5 3			
♦ A K 7 6			
♣ A Q J 4			
♠ K Q			

TRICK	Y	B	Z	A
1	♥ 7	♥ 2	♥ A	♥ 3
2	♥ K	♥ Q	♥ 9	♥ 5
3	♣ 7	♣ K	♣ 2	♣ 4
4	2 ♠	4 ♠	3 ♠	Q ♠
5	J ♠	5 ♠	6 ♠	K ♠
6	3 ♦	Q ♦	4 ♦	6 ♦
7	♥ 4	A ♠	7 ♠	7 ♦
8	♥ 6	10 ♠	8 ♠	♣ J
9	♥ 8	9 ♠	♣ 8	♣ Q
10	10 ♦	2 ♦	9 ♦	K ♦
11	♣ 3	5 ♦	J ♦	A ♦
12	♣ 6	♣ 5	♣ 9	♣ A
13	♥ 10	8 ♦	♣ 10	♥ J

SCORE. A and B win 11 tricks.

NOTE. If B plays the Queen of hearts on the first trick, A and B will make only the odd.

Notes on Hand 34

Trick 1. With King and one low of the suit the adversary opens, the best chance is to play the King second in hand from the dummy; but if you have the Jack and at least two others in your own hand you must make one trick in the suit if you play low, no matter how the cards lie, while if you play the King and it loses you will likely lose your Jack also upon the return lead. Therefore, B plays low.

Trick 3. A never can get in to lead the spades through for a finesse, therefore B starts them with the Ace first on the chance of catching the King alone.

Trick 5. A and B are sure to make their spades, and Z would have to open any other suit to his disadvantage.

Trick 6. A saves the 9 of spades for an Entry for his hearts.

SCORE. A B, 0. Y Z, 12. Rubber game.
 A deals and passes the make. B makes it no-trump.

	♥ A Q 5		
	♦ K 5		
	♣ A K J 9		
	♠ A J 7 6		
♥ 8 2		♥ K 9 7 3	
♦ Q 10 9 8 4 3		♦ A 6	
♣ 7 6 2		♣ Q 10 5 4	
♠ 8 3		♠ K 10 2	
	B		
	Y 34 Z		
	A		
	♥ J 10 6 4		
	♦ J 7 2		
	♣ 8 3		
	♠ Q 9 5 4		

TRICK	Y	B	Z	A
1	8 ♦	5 ♦	<u>A</u> ♦	2 ♦
2	4 ♦	<u>K</u> ♦	6 ♦	7 ♦
3	3 ♠	<u>A</u> ♠	2 ♠	4 ♠
4	8 ♠	J ♠	<u>K</u> ♠	5 ♠
5	9 ♦	6 ♠	10 ♠	<u>Q</u> ♠
6	♥ 2	♥ Q	<u>♥</u> K	♥ 4
7	♥ 8	<u>♥</u> A	♥ 3	♥ 6
8	♣ 2	<u>♣</u> K	♣ 4	♣ 3
9	♣ 6	♥ 5	♥ 7	<u>♥</u> 10
10	10 ♦	7 ♠	♥ 9	<u>9</u> ♠
11	3 ♦	♣ 9	♣ 5	<u>♥</u> J
12	♣ 7	<u>♣</u> A	♣ 10	♣ 8
13	Q ♦	♣ J	<u>♣</u> Q	J ♦

SCORE. A and B win 9 tricks and the game.

NOTE. If B plays the King of diamonds second in hand, Y and Z will make 8 tricks.

Notes on Hand 35

Trick 1. B is in a hard position. He has the Queen twice guarded in the adversary's suit, and A has nothing in it. Few players know that the best play in the long run is to put in the Queen at once, and yet such is undoubtedly the fact, and can be demonstrated. If Y is leading from both Ace and King, as in this hand, the Queen wins. If Y is leading from *either* Ace or King, Z naturally must have the other high card, and also *must have another honor*, because if A had Ace, Jack and Ten, or King, Jack and Ten, he would lead high. Therefore, Z will finesse, not against his partner, but properly against dummy, and the Queen will be captured. The only time the Queen will prove a loss is when Y leads from the Jack only and Z has both Ace and King, an unlikely case.

Trick 11. Y must discard the Ace of hearts and guard the spades. This is safe, as A cannot have the Jack of hearts or he would not have played the Queen to the first trick.

SCORE. A B, 0. Y Z, 24. Rubber game.
A deals and passes the make. B makes it no-trump.

♥ Q 7 5			
♦ A			
♣ A K Q 7 5 4 2			
♠ 7 5			
♥ A K 9 4 3	B	Y 35 Z	♥ J 10
♦ 10 5 2			♦ Q J 8 7 4 3
♣ —			♣ J 10 8
♠ Q 9 8 6 3			♠ J 10
♥ 8 6 2			
♦ K 9 6			
♣ 9 6 3			
♠ A K 4 2			

TRICK	Y	B	Z	A
1	♥ 4	♥ Q	♥ 10	♥ 2
2	3 ♠	♣ A	♣ 8	♣ 3
3	6 ♠	♣ K	♣ 10	♣ 6
4	2 ♦	♣ Q	♣ J	♣ 9
5	5 ♦	♣ 7	3 ♦	♥ 6
6	10 ♦	♣ 5	4 ♦	♥ 8
7	♥ 3	♣ 4	7 ♦	2 ♠
8	♥ 9	♣ 2	10 ♠	6 ♦
9	♥ K	A ♦	8 ♦	9 ♦
10	8 ♠	7 ♠	J ♠	K ♠
11	♥ A	♥ 5	J ♦	K ♦
12	9 ♠	5 ♠	♥ J	A ♠
13	Q ♠	♥ 7	Q ♦	4 ♠

SCORE. A and B take a small slam.

NOTE. If B plays a low heart on the first trick, A and B must stop at 8 tricks and do not go out.

Notes on Hand 36

Trick 2. Z must cover, holding two honors.

Trick 3. All A now has to do is to keep putting B in with the clubs to lead hearts through Z's hand. Z is helpless, whatever he does.

Trick 4. Y begins a reverse discard to reassure Z about the diamonds.

Trick 9. A leads an unnecessary trump (reserving one, however) to see if he can coax someone to discard down to the lone Ace of diamonds and give him a diamond trick.

SCORE. A B, 0. Y Z, 22.
A deals and makes it hearts.

♥ J 7 5
♦ J 8 5 3
♣ A K 3
♠ A 4 3

♥ —
♦ A 6 4 2
♣ 10 8 7 6
♠ K Q J 10 2

B
Y **36** Z
A

♥ K 10 8 3
♦ Q 10 7
♣ J 5 2
♠ 8 6 5

♥ A Q 9 6 4 2
♦ K 9
♣ Q 9 4
♠ 9 7

TRICK	Y	B	Z	A
1	K ♠	<u>A</u> ♠	5 ♠	7 ♠
2	2 ♠	♥ J	♥ K	♥ A
3	♣ 6	<u>♣</u> K	♣ 2	♣ 4
4	4 ♦	♥ 7	♥ 8	♥ 9
5	♣ 7	<u>♣</u> A	♣ 5	♣ 9
6	♣ 8	♥ 5	♥ 3	♥ 6
7	♣ 10	3 ♠	♥ 10	♥ Q
8	10 ♠	♣ 3	♣ J	♣ Q
9	2 ♦	3 ♦	6 ♠	♥ 2
10	6 ♦	J ♦	<u>Q</u> ♦	9 ♦
11	<u>J</u> ♠	4 ♠	8 ♠	9 ♠
12	<u>A</u> ♦	5 ♦	7 ♦	K ♦
13	Q ♠	8 ♦	10 ♦	♥ 4

SCORE. A and B win 10 tricks, the exact game.

Notes on Hand 37

Trick 1. B's best chance for two tricks in hearts is to play the King at once, hoping A can make his Queen later.

Trick 3. A's sole chance to keep his Queen of hearts in a safe position is to prevent Z from securing the lead. A must lose one diamond trick; this is by far the best one to lose.

Trick 4. Y would better try to put Z in on a club to lead up to his tenace in hearts.

SCORE. A B, 0. Y Z, 0.
A deals and makes it no-trump.

♥ K 5
 ♦ K 5 2
 ♣ K 10 6 3
 ♠ 9 8 6 4

 ♥ A J 9 6 4 2 B ♥ 10 8
 ♦ Q 7 Y 37 Z ♦ J 10 9
 ♣ 8 5 2 A ♣ Q J 9 7
 ♠ 10 5 ♠ Q J 7 2

 ♥ Q 7 3
 ♦ A 8 6 4 3
 ♣ A 4
 ♠ A K 3

TRICK	Y	B	Z	A
1	♥ 6	♥ K	♥ 8	♥ 3
2	7 ♦	2 ♦	9 ♦	♦ A
3	Q ♦	5 ♦	10 ♦	3 ♦
4	♣ 8	♣ 3	♣ 9	♣ A
5	♣ 5	K ♦	J ♦	4 ♦
6	5 ♠	4 ♠	2 ♠	♦ A
7	♣ 2	♥ 5	♣ 7	8 ♦
8	♥ 2	6 ♠	7 ♠	6 ♦
9	♥ 4	♣ K	♣ J	♣ 4
10	10 ♠	9 ♠	J ♠	K ♠
11	♥ 9	8 ♠	Q ♠	3 ♠
12	♥ J	♣ 6	♣ Q	♥ 7
13	♥ A	♣ 10	♥ 10	♥ Q

SCORE. A and B take 9 tricks and the game.

Notes on Hand 38

Trick 1. B's first impulse here is to discard, as A has the three highest hearts. But if A wins the trick, he will not want to lead trumps himself, but must try to put B in the lead to have them come up to his tenace, so that he may finesse. With ten spades in the two hands a spade lead looks dangerous, as indeed it is. So B must trump the first trick at once in spite of the fact that A could win it. It is a spirit of false economy which prevents ordinary players from making such a play. If the tricks in this hand are counted, it can be seen that with six spades, three hearts and five trumps (if the finesse succeeds) A and B could really take not only thirteen tricks but even *fourteen*, were it possible. B therefore trumps for four reasons: his trumps are valueless; a discard does him no good; A and B have tricks to spare; and he must have an *immediate* entry in order to lead the trumps.

Trick 3. This is the same thing as trick one repeated.

SCORE. A B, 0. Y Z, 0.
A deals and makes it diamonds.

♥	—	♦ 7 6 5 3	♥ 6 4 3 2
♦	—	♣ J 7 6	♦ K 9 2
♣	—	♠ A K J 8 6 4	♣ A K Q
♥ J 10 9 8 7 5	♦ 8	♣ 9 8 5 4 3 2	♠ 10 9 3
		B Y 38 Z A	
♥ A K Q	♦ A Q J 10 4	♣ 10	♠ Q 7 5 2

TRICK	Y	B	Z	A
1	♥ J	3 ♦	♥ 3	♥ Q
2	8 ♦	5 ♦	2 ♦	10 ♦
3	♥ 5	6 ♦	♥ 4	♥ K
4	♣ 2	7 ♦	9 ♦	J ♦
5	♣ 3	♣ 7	K ♦	A ♦
6	♥ 7	4 ♠	3 ♠	Q ♠
7	♣ 4	J ♠	9 ♠	7 ♠
8	♣ 5	A ♠	10 ♠	2 ♠
9	♣ 8	K ♠	6	5 ♠
10	♣ 9	8 ♠	2	♣ 10
11	♥ 8	6 ♠	Q	♥ A
12	♥ 9	♣ J	K	4 ♦
13	♥ 10	♣ 6	A	Q ♦

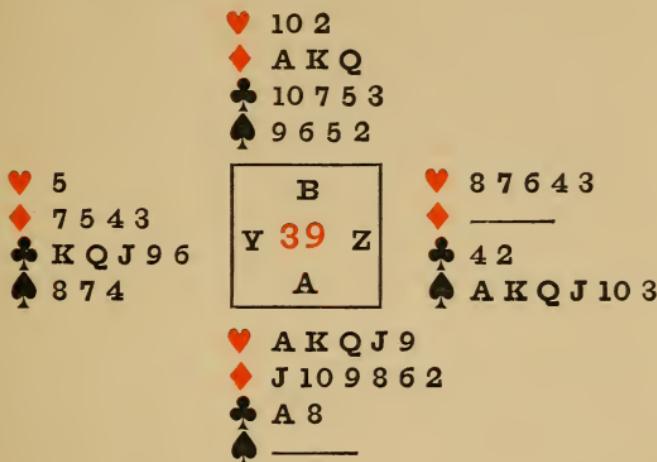
SCORE. A and B make a grand slam.

Notes on Hand 39

Trick 3. A can see that Z has as many trumps as he has, and that it will, therefore, take three more rounds to exhaust them. But after the trumps are exhausted and after B has made his three diamond tricks, A will have no possible Entry for the rest of the diamonds. But if B throws away his three high diamonds on the three remaining trump tricks, A will *remain* in the lead and his Jack, Ten, Nine, Eight, will all be good. So B begins to discard the diamonds.

Trick 7. Z reverses his spade discard to show strength, and later throws the Ace for the same purpose.

SCORE. A B, 0. Y Z, 0.
A deals and makes it hearts.



TRICK	Y	B	Z	A
1	♣ K	♣ 3	♣ 4	♣ A
2	♥ 5	♥ 2	♥ 3	♥ A
3	3 ♦	♥ 10	♥ 4	♥ K
4	4 ♠	Q ♦	♥ 6	♥ Q
5	7 ♠	K ♦	♥ 7	♥ J
6	4 ♦	A ♦	♥ 8	♥ 9
7	5 ♦	2 ♠	10 ♠	J ♦
8	7 ♦	5 ♠	3 ♠	10 ♦
9	♣ 6	6 ♠	A ♠	9 ♦
10	♣ 9	♣ 5	J ♠	8 ♦
11	♣ J	♣ 7	Q ♠	6 ♦
12	8 ♠	9 ♠	♣ 2	2 ♦
13	♣ Q	♣ 10	K ♠	♣ 8

SCORE. A and B make a small slam.

Notes on Hand 40

Trick 2. A must try at once to clear B's heart suit.

Trick 4. Z can see that B's hearts are blocked by the Jack in his partner's hand, so tries to take out B's solitary Entry, the Ace of spades.

Trick 6. A waits until this trick, and is at last able to discard his Jack of hearts, thus freeing B's suit.

SCORE. A B, 0. Y Z, 16.
A deals and makes it no-trump.

♥ 10 9 6 5 4 3 2		
♦ 2		
♣ 3 2		
♠ A 10 2		
♥ 8		
♦ Q 8 7 6		
♣ K Q 9 6 5		
♠ K 6 3		
	B	
Y	40	Z
	A	
♥ K 7		
♦ K J 10 9		
♣ 10 4		
♠ Q J 9 8 7		
♥ A Q J		
♦ A 5 4 3		
♣ A J 8 7		
♠ 5 4		

TRICK	Y	B	Z	A
1	♣ 6	♣ 2	♣ 10	♣ J
2	♥ 8	♥ 2	♥ 7	♥ A
3	6 ♦	♥ 3	♥ K	♥ Q
4	3 ♠	2 ♠	Q ♠	4 ♠
5	K ♠	10 ♠	7 ♠	5 ♠
6	6 ♠	A ♠	8 ♠	♥ J
7	♣ 9	♥ 10	9 ♠	3 ♦
8	♣ 5	♥ 9	J ♠	4 ♦
9	7 ♦	♥ 6	9 ♦	5 ♦
10	8 ♦	♥ 5	♣ 4	♣ 7
11	Q ♦	♥ 4	10 ♦	♣ 8
12	♣ Q	2 ♦	J ♦	♣ A ♦
13	♣ K	♣ 3	K ♦	♣ A

SCORE. A and B take 10 tricks and the game.

Notes on Hand 41

Trick 2. B leads a diamond, so that he may get rid of A's Ace.

Trick 3. A puts B back into the lead on a club, so that he may get two discards on B's King and Queen of diamonds. This is the only way A and B can go game. If they lead trumps first, Y and Z will make three spade tricks. In such hands it is often necessary to get the discards immediately before leading trumps.

SCORE. A B, 0. Y Z, 0.
A deals and makes it hearts.

♥ Q 5 3
♦ K Q 9 2
♣ A K 6
♠ 10 9 2

♥ 9 8 7
♦ 10 8 6 3
♣ J 10 4
♠ 8 6 4

B
Y 41 Z
A

♥ A
♦ J 7 5 4
♣ Q 9 7 3 2
♠ A K Q

♥ K J 10 6 4 2
♦ A
♣ 8 5
♠ J 7 5 3

TRICK	Y	B	Z	A
1	♣ J	♣ K	♣ 3	♣ 5
2	3 ♦	2 ♦	4 ♦	A ♦
3	♣ 4	♣ A	♣ 7	♣ 8
4	6 ♦	K ♦	5 ♦	3 ♠
5	8 ♦	Q ♦	7 ♦	5 ♠
6	♥ 7	♥ 3	♥ A	♥ 2
7	4 ♠	2 ♠	K ♠	7 ♠
8	6 ♠	9 ♠	Q ♠	J ♠
9	8 ♠	10 ♠	A ♠	♥ 10
10	♥ 8	Q	2	♥ 4
11	♥ 9	5	9	♥ J
12	10 ♦	6	Q	♥ K
13	♣ 10	9 ♦	J ♦	♥ 6

SCORE. A and B win 10 tricks and the game.

Notes on Hand 42

Trick 2. Z can either return his partner's lead—a customary play in a no-trump hand—or can clear his own suit of hearts. He knows that Y cannot have more than five diamonds, and probably has no Entry to make them with. Z *has* an Entry in the Ace of clubs, and, therefore, abandons his partner's suit to undertake his own. B holds up the Ace of hearts, as Z may not have any Entry to make the hearts with.

SCORE. A B, 8. Y Z, 28. Rubber game.
A deals and passes the make. B makes it no-trump.

	♥ A 6 5
	♦ A 8 5
	♣ K Q J 9 2
	♠ A Q
♥ 8 7 3	B
♦ Q J 6 4	Y 42 Z
♣ 4 3	A
♠ J 9 7 5	
	♥ 10 4
	♦ 10 7 3 2
	♣ 10 8 5
	♠ K 8 6 3

TRICK	Y	B	Z	A
1	4 ♦	5 ♦	K ♦	2 ♦
2	♥ 3	♥ 5	♥ K	♥ 4
3	♥ 7	♥ 6	♥ Q	♥ 10
4	♥ 8	♥ A	♥ J	3 ♠
5	♣ 3	♣ 2	♣ 6	♣ 10
6	♣ 4	♣ 9	♣ A	♣ 8
7	6 ♦	8 ♦	♥ 9	6 ♠
8	5 ♠	♣ J	♥ 2	3 ♦
9	J ♦	A ♦	9 ♦	7 ♦
10	7 ♠	♣ K	♣ 7	♣ 5
11	9 ♠	♣ Q	2 ♠	10 ♦
12	J ♠	A ♠	4 ♠	8 ♠
13	Q ♦	Q ♠	10 ♠	K ♠

SCORE. A and B make the odd card only.

NOTE. If Z returns the diamond before clearing his heart suit, A and B will go game.

Notes on Hand 43

Trick 3. If A does not finesse the diamond and does not catch the Queen, he will have no Entry left to make the rest of the diamonds with; while if he takes the tricks in sight, he must stop at the odd. If the diamond finesse succeeds, A and B will win the game.

Trick 4. Y sees his suit is hopeless, so changes to the shortest suit he has, hoping to find his partner's. Z overtakes, as Y's 10 of spades may be a singleton.

SCORE. A B, 18. Y Z, 24.
A deals and passes the make. B makes it no-trump.

♥ A J 4				
♦ A 4 3				
♣ A K 7 6				
♠ Q 6 3				
♥ K 10 7 6 3				
♦ Q 9 5				
♣ Q J 9 8				
♠ 10				
	B			
Y	43	Z		
	A			
♥ 9 8				
♦ 10 6				
♣ 10 5 4				
♠ A K J 9 4 2				
♥ Q 5 2				
♦ K J 8 7 2				
♣ 3 2				
♠ 8 7 5				

TRICK	Y	B	Z	A
1	♥ 6	♥ 4	♥ 8	♥ Q
2	5 ♦	A ♦	6 ♦	2 ♦
3	Q ♦	4 ♦	10 ♦	J ♦
4	10 ♠	3 ♠	J ♠	5 ♠
5	9 ♦	6 ♠	K ♠	7 ♠
6	♥ 7	Q ♠	A ♠	8 ♠
7	♣ 8	♣ 6	9 ♠	♣ 2
8	♥ 3	♣ 7	4 ♠	♥ 2
9	♣ 9	♥ J	2 ♠	7 ♦
10	♥ 10	♥ A	9	♥ 5
11	♣ J	♣ K	♣ 4	♣ 3
12	♣ Q	♣ A	♣ 5	8 ♦
13	♥ K	3 ♦	♣ 10	K ♦

SCORE. A and B lose the odd card.

Notes on Hand 44

Trick 1. The author is a believer in discarding to suit one's hand, usually from weakness, and has no sympathy with the arbitrary and fixed rule followed by some players of always discarding from their strong suit first, as an indication to their partner of what they want led. If a discard from strength *must* be made, a reverse discard can be begun, which, even if not completed, will be high enough to attract partner's attention. Usually the situation is plain, without any such artificial device, to a player of ordinary intelligence. Here Z discards the 5 of diamonds. He has no clubs; dummy has the spades; if Z throws away diamonds he must want hearts, especially as the Five cannot be the beginning of a reverse. To discard from strength here would cost the game.

Trick 2. Z overtakes, as Y may not have another heart, and then Z could not clear his suit.

SCORE. A B, 20. Y Z, 24. Rubber game.
A deals and passes the make. B makes it no-trump.

♥ A 10
♦ A K 4 3
♣ 8
♠ K Q J 7 5 3

♥ Q
♦ J 9 2
♣ A K J 7 5 2
♠ 9 6 4

B
Y 44 Z
A

♥ K J 9 8 7 4
♦ 10 8 7 6 5
♣ —
♠ A 2

♥ 6 5 3 2
♦ Q
♣ Q 10 9 6 4 3
♠ 10 8

TRICK	Y	B	Z	A
1	♣ K	♣ 8	5 ♦	♣ 3
2	♥ Q	♥ 10	♥ K	♥ 2
3	4 ♠	♥ A	♥ 4	♥ 3
4	6 ♠	K ♠	A ♠	8 ♠
5	9 ♠	3 ♦	♥ J	♥ 6
6	♣ 2	4 ♦	♥ 9	♥ 5
7	♣ 5	3 ♠	♥ 8	♣ 4
8	♣ 7	5 ♠	♥ 7	♣ 6
9	2 ♦	K ♦	6 ♦	Q ♦
10	9 ♦	A ♦	7 ♦	10 ♠
11	J ♦	Q ♠	2 ♠	♣ 9
12	♣ J	J ♠	8 ♦	♣ 10
13	♣ A	7 ♠	10 ♦	♣ Q

SCORE. A and B lose the odd.

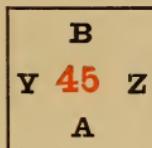
The following sixteen hands, beginning on the opposite page with Hand 45, are arranged in skeleton form, only the dealer's and the dummy's hands being given, together with the lead. The best way to use these hands is to select a combination from which the card led would be the proper opening and give it to Y; then distribute the other cards between Y and Z, and, before you see their hands, decide upon the method of play you are going to apply. Keep changing the cards in Y's and Z's hands and watch how the hand works. Many times you will find it makes no difference how the cards lie; you must always win. Other times an unusual combination will upset your scheme. Above all, don't judge by results. Some players' idea of a finesse is one that succeeds. Good play will win in the long run, and while it is impossible always to guess correctly, the player who makes only those plays where the chances are in his favor will surely be the most successful.

The analyses of each page of hands are given on the page following:

No SCORE. Original no-trump by A.

♥ 10 5 3
♦ 4
♣ Q 9 8 5 4 3 2
♠ 4 3

Lead
7 ♠

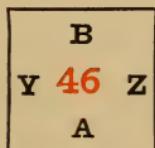


♥ K Q J 2
♦ A 8 7
♣ A K
♠ A Q 6 2

SCORE. A B, 0. Y Z, 22. Original no-trump by A.

♥ 7 2
♦ K J 10
♣ 8 4
♠ Q J 7 6 4 2

Lead
6 ♦



♥ A 8 6 4
♦ A 4
♣ A 7 5 3 2
♠ A K

1 - 10.

Notes on Hand 45

A and B have eight tricks in sight; in order to make B's long club suit, A must lead hearts *before* he leads the Ace and King of clubs, and see if he can promote B's 10 of hearts to be an Entry. Y or Z should hold off with the Ace of hearts until the third round, if possible. Compare Hands 14, 15, 16, 17.

Notes on Hand 46

A can take exactly five tricks in his own hand. If he lets B win the first diamond with the 10, B will take exactly that one trick, as A can never put him in the lead. In order to give B an Entry, A must overtake the diamond, in which case A and B will probably make a total of eleven tricks. The only danger is that one adversary may have five spades. Compare Hands 7, 8, 9.

No SCORE. Original no-trump by A.

♥ J 8 6 3
♦ Q 5
♣ A 5 3
♠ K 8 7 2

Lead
6 ♦

	B	
Y	47	Z
	A	

♥ A 7
♦ A 10 2
♣ K Q 9 8 4 2
♠ Q 3

No SCORE. Passed diamond by B.

♥ —
♦ J 10 9 8 6 5 3
♣ A K 4 3 2
♠ 8

Lead
K ♥

	B	
Y	48	Z
	A	

♥ 10 7 3
♦ A K Q
♣ 5
♠ J 10 7 6 3 2

Notes on Hand 47

B must play low on the diamond, as in that way A and B are *sure* of two diamond tricks, no matter how the cards lie. Unless an adversary has all the remaining clubs, A and B will go game with two diamonds, six clubs and one spade. If B plays the Queen and the King lies in Z's hand, A and B will probably stop at eight tricks. Compare Hand 32.

Notes on Hand 48

If A tries to exhaust the trumps or takes two rounds of them, A and B cannot go game. B should trump the heart, lead the Ace of clubs, and then, keeping the King to make later, should let A trump the three losing clubs. A and B can thus make a small slam. Compare Hands 26, 27.

No SCORE. Original hearts by A.

♥ 8 6 3 2
♦ J 4 3
♣ K
♠ Q 10 9 8 5

Lead
K ♠

	B	
Y	49	Z
	A	

♥ A Q J 5 4
♦ K 6
♣ A 8 7 6 4 2
♠ —

SCORE. A B, 8. Y Z, 12. Passed no-trump by B.

♥ A 7 5
♦ A Q 9 7 3
♣ A 8 3
♠ K 5

Lead
Q ♥

	B	
Y	50	Z
	A	

♥ 4
♦ J 10 5 2
♣ K 9 5 4
♠ Q 10 4 2

Notes on Hand 49

A must trump the King of spades, and put B in with a club to lead trumps for the finesse. If the finesse wins, let B trump a low club and lead trumps again, using his last trump on another club. If the finesse loses, Y will probably change suits rather than establish the Queen of spades by leading the Ace to force A. When dummy is in on the last trump he should lead a diamond; otherwise A will open that suit disadvantageously. Compare Hands 23, 24, 25.

Notes on Hand 50

B should hold off until the third round with the Ace of hearts, then put A in with a club to lead the diamonds through for a finesse. If the finesse loses, Z may not have another heart to lead and Y may never make his suit. Compare Hands 1, 2, 3.

No SCORE. Passed heart by B.

♥ K Q J 7 5 4
♦ A 7 6
♣ A
♠ 10 7 5

Lead

Q ♦

	B	
Y	5 1	Z
	A	

♥ 9 6
♦ K 3 2
♣ K Q 8 3
♠ 9 8 6 4

No SCORE. Original no-trump by A.

♥ —
♦ J 10 5
♣ 7 6 4 3
♠ Q J 8 5 4 3

Lead

K ♥

	B	
Y	5 2	Z
	A	

♥ A 9 8
♦ 7 6 4 2
♣ A K Q 5
♠ A K

Notes on Hand 51

There is almost certain game in this hand, yet if Z has four trumps to the Ace, Ten, or if B leads trumps at once and Y, Z change to spades, the game cannot be won. B must win the first trick with the Ace of diamonds, lead the Ace of clubs, and put A in with a diamond. A must lead his King and Queen of clubs at once and let B discard two spades. This play must win the game almost surely. Even if the King or the Queen of clubs is trumped nothing is lost, as B can discard a losing spade. Compare Hand 44.

Notes on Hand 52

A cannot make game without B's spades. B has no Entry except the 7 of clubs. Therefore, B must discard a diamond at once and hold his four clubs. If neither Y nor Z has four clubs also, A and B will probably make eleven tricks. Compare Hands 11, 12.

No SCORE. Passed no-trump by B.

♥ K 4
♦ A 7 4 3 2
♣ A Q 8
♠ A K 5

Lead

7 ♥

	B	
Y	53	Z
	A	

♥ J 8 3
♦ 10 8 5
♣ 4
♠ Q 8 7 6 4 2

No SCORE. Original no-trump by A.

♥ K J 8 5 3
♦ A
♣ K 8 4
♠ K 5 4 2

Lead

7 ♦

	B	
Y	54	Z
	A	

♥ A 10 4
♦ Q 9 5
♣ A 6 5 3
♠ A 7 3

Notes on Hand 53

B must play low on the heart. With King and one low in the dummy and Jack and two small in your own hand, you *must* make a trick if you play low, while if you play the King and the Ace lies beyond, the adversaries will make the entire heart suit. With one trick each in hearts and diamonds, and six nearly sure in spades (unless some one has the remaining four), you can go game without chancing the club finesse. Compare Hand 34.

Notes on Hand 54

As long as Z never has the lead to come through A's Queen of diamonds, it is safely guarded. Therefore, A should take his finesse to lose, if necessary, to Y, who can do him no harm. Even if the heart finesse loses, he can still go game. Compare Hand 37.

NO SCORE on the second game: A and B have won the first. Passed diamond by B.

♥ J 8 5
 ♦ A K Q J 9 4
 ♣ 5
 ♠ A K 5

Lead
 Q ♣

	B	
Y	55	Z
	A	

♥ 9 4
 ♦ 10 8 3
 ♣ A K 8 4 3 2
 ♠ 8 4

NO SCORE. Original no-trump by A.

♥ Q 10 9
 ♦ 6 2
 ♣ 9 8
 ♠ K Q J 5 3 2

Lead
 5 ♥

	B	
Y	56	Z
	A	

♥ A K 6
 ♦ K 8 7 5 3
 ♣ K J 4 2
 ♠ A

Notes on Hand 55

Having won the first game, B is conservative and prefers to take the honor score in diamonds to risking a no-trump. A should win the club; lead it again and let B discard a spade; and should continue the clubs. B must trump with the Jack and lead across the four of trumps, which A must win with the eight. If the clubs are not cleared, A must again lead them and B must trump with the Queen, saving the nine to lead over again to A. When the clubs are cleared, A must win the last round of trumps and give B some heart discards. If Y led from five or six clubs, the hand will not work; if he has led from four or a short suit, A and B must go game. Compare Hands 23, 24, 25.

Notes on Hand 56

A must overtake B's nine of hearts, in order to give B an Entry for the spades. Compare Hands 7, 8, 9.

No SCORE. Original heart by A.

♥ Q J 10 7
♦ 9 7 2
♣ J 5
♠ K Q 4 3

Lead
10 ♠

	B	
Y	5 7	Z
	A	

♥ A K 9 8 4
♦ 8 6 4
♣ A K 7 3 2
♠ —

No SCORE. Passed no-trump by B.

♥ A 9 8 3
♦ 7 4
♣ A Q 5
♠ A 7 6 2

Lead
4 ♣

	B	
Y	5 8	Z
	A	

♥ K 5 2
♦ J 3
♣ 6 2
♠ K Q 9 8 5 4

Notes on Hand 57

Z supposedly has the Ace of spades. B must play the Queen to force it and A must trump, lead his Ace and King of clubs, and continue and clear them, if possible, with the aid of B's trumps. Then trumps must be led, and B can discard a diamond, maybe two, upon the long clubs, or A can discard a diamond on B's King of spades. Compare Hands 22, 23, 24, 25.

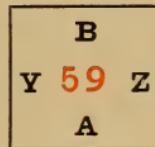
Notes on Hand 58

B must play the Ace of clubs at once, as game is in sight. If he played low, or the Queen—a bad play—and Z should change to a diamond, the game would be lost. Compare Hands 29, 30.

No SCORE. Original heart by A.

♥ 5 3 2
♦ J 8 5
♣ A Q J 6 3
♠ 8 6

Lead
10 ♠

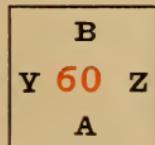


♥ A Q J 10 4
♦ Q 3
♣ 7 5 2
♠ A K 4

No SCORE. Original heart by A.

♥ J 9 4
♦ 8 6 4 3 2
♣ 4
♠ 9 8 6 2

Lead
J ♣



♥ A Q 10 6 5 2
♦ —
♣ A K
♠ K Q J 4 3

Notes on Hand 59

A, after winning the spade, must lead a club. B must finesse and lead trumps, which A must finesse. Or A can lead out the other spade and force B on the third round, but this is dangerous, as B may be over-trumped. Unless both finesses lose, A and B must win the game. Compare Hand 36.

Notes on Hand 60

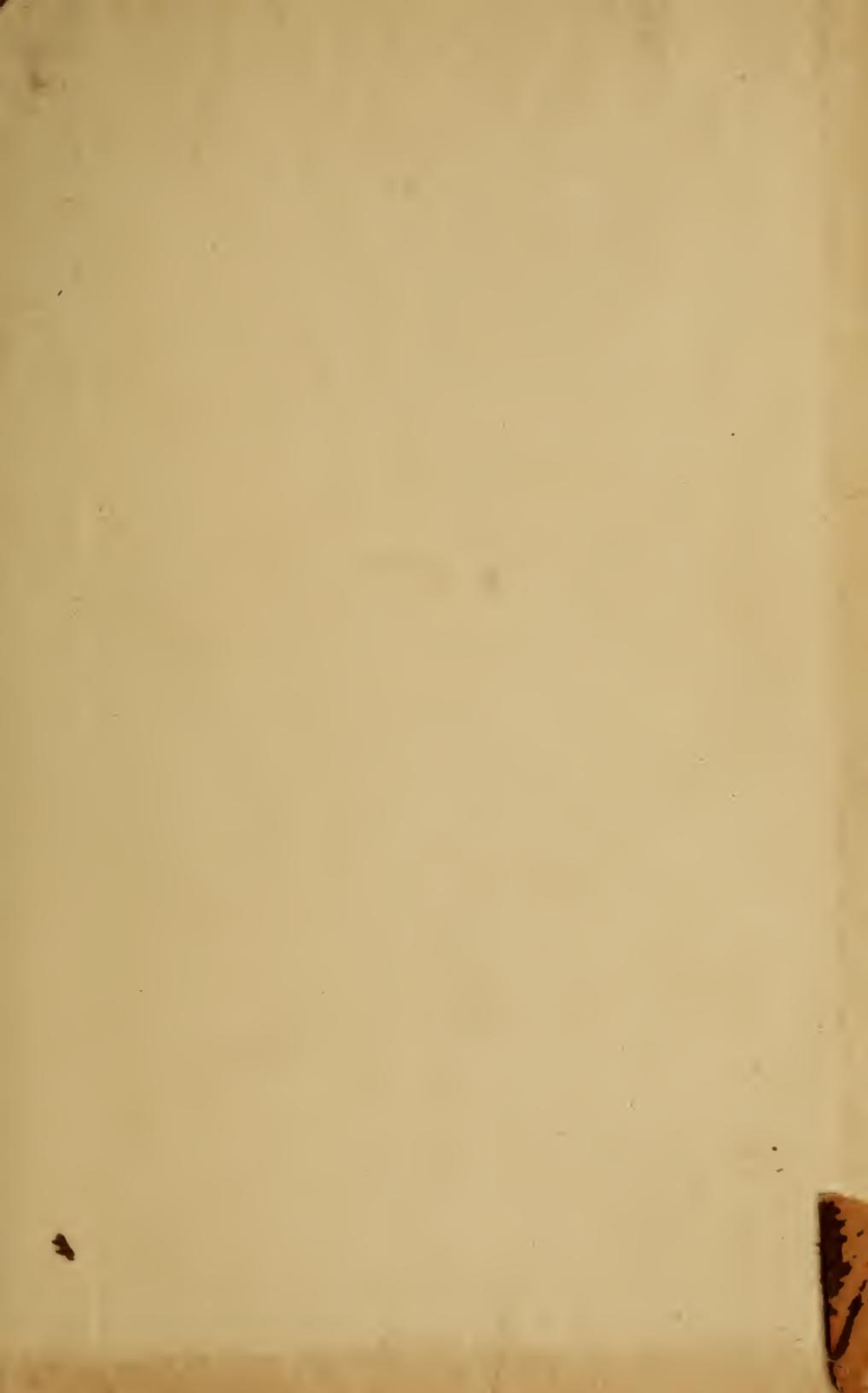
A must win with the King of clubs and lead the Ace, which B must trump in order to lead trumps from the right side. If the finesse in trumps wins, A and B will probably make a small slam. Compare Hand 38.

Table of Contents

	HAND	PAGE
1. Waiting with the Ace until the second or third round of the opponent's suit.	{ 1 2 3 4	11 13 15 17
2. Which hand to win in, yours or Dummy's.	{ 5 6	19 21
3. Saving Entries, including overtaking.	{ 7 8 9	23 25 27
4. Remote Entries.	{ 10 11 12 13	29 31 33 35
5. Building up an Entry.	{ 14 15 16 17	37 39 41 43
6. A trump as an Entry.	{ 18 19	45 47
7. Losing the first trick in order to make a suit.	{ 20 21	49 51
8. Clearing up extra tricks and exhausting trumps.	{ 22 23 24 25	53 55 57 59

	HAND	PAGE
9. Ruffing and cross-ruffs.	{ 26 . . . 27 . . . 28 . . .	61 63 65
10. Catch positions in second hand play.	{ 29 . . . 30 . . . 31 . . . 32 . . . 33 . . . 34 . . . 35 . . .	67 69 71 73 75 77 79
11. Finesse.	{ 36 . . . 37 . . .	81 83
12. Trumping your own winning card.	38 . . .	85
13. Discarding winning cards.	{ 39 . . . 40 . . .	87 89
14. Discard.	41 . . .	91
15. Changing suits.	{ 42 . . . 43 . . . 44 . . .	93 95 97
Test hands.	45 to 60	99-113

NOV 14 1909



LIBRARY OF CONGRESS



0 020 237 431 1